

The fantasy armies of the World of Naran
Unofficial expansion for the 3D FANTASY WARRIORS wargame
Armies Compendium
of Fantasy Warriors¹
Naran 2018 version

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¹ «Fantasy Warriors» è un marchio registrato della ditta MIRLITON - Tavarnuzze (Firenze).

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Individuals

In this Section we report the additions or notes that for the Naran version we have included in the rules for the new Individuals that were added with the *F.W. Companion by Nick Lund*.

PALADIN HEROES

Addition of the Naran Team for Naran Fantasy Wars:

- ❑ Paladins can only be deployed by the armies of the Faction of Good or Neutrals, so they can not be part of armies of the Evil or Neutral faction that deploy Magic Individuals who practice the magic of Evil.
- ❑ The Paladin's cost is obtained by adding 30 points to the basic cost of the Hero on foot or on horseback.
- ❑ Paladins will have a +2 die roll bonus to stay on the battlefield following a failed Command test of the Warchief under which they operate.

DESTROYER HEROES

- ❑ No variations

MARKSMEN

Note from the Naran Team:

In *F.W. Companion by Nick Lund* it was also included this new Individual, the MARKSMEN, but we have decided not to include it in our version of Fantasy Warriors (Naran Fantasy Wars), as we consider it more suitable for a role-playing game that not a wargame. Anyone wishing to use it, he can refer to page 37 of the *F.W. Companion by Nick Lund*.

AMAZON ENCHANTRESS

Variation made by the Naran Team.

In *F.W. Companion by Nick Lund* the ENCHANTRESS was introduced as a new Individual with magical powers, in addition to the Witch of the Amazons (*corresponding to the Wizard of the other armies*). In the "NARAN" version of the game it was decided to give the "Powers" of the Enchantress to the Witches (female Wizard), to the Priestesses and to the female Soothsayers of those armies for which it was decided that they could have it. This rule is therefore inserted:

Enchantment Powers.

- ❑ The Sorceress (*female Wizards*), Priestesses and female Soothsayers of some armies may have the powers of the Enchantresses, which they will exercise in addition to their normal powers. The rules provided for the Enchantresses are applied to them.

Cost:

- ❑ **+100 points**² in addition to the cost of the Witch (Maga), Priestess, Gueess, indicated in the table of her profile.

The power of enchantment.

Addition of the Naran Team for Naran Fantasy Wars:

- ❑ Terrible Creatures in the base of cm. 5 x 5 or higher can not be enchanted.
- ❑ Undead, Vampires, Demons and Creatures of Chaos are immune from the powers of the Enchantresses.

The command test and enchanted units.

Note of the Naran Team:

² This cost is derived from the comparison between the cost of the Witch and that of the Amazon Enchantress which is in the table of their profiles in *F.W. Companion by Nick Lund*: they have the same profile, but the cost is 9 points for the Witch and 112 for the Enchantress, with a cost difference of 103 points, which we have rounded to 100 for simplicity.

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- ❑ For example, if as a result of the New Orders test all Units were demoralized or routed, those who were enchanted will lose the enchantment and will also become demoralized or routed.

DRUIDS

Variation made by the Naran Team.

In *F.W. Companion* by Nick Lund the DRUID has been inserted as a new Individual with magical powers, in addition to the Wizard. In the "NARAN" version of the game it was decided instead to give the "**Powers**" of the Druid to the Wizards of those armies for which it was decided that they could have it. This rule is therefore inserted:

The Powers of the forests.

- ❑ The **Wizards** of some armies may have forest powers, ie those of the Druids, which they will exercise in addition to their normal magical powers. The rules for the Druids are applied to them.

Create impassable terrain.

Effects.

Additional notes of the Naran Team:

- ❑ As long as the spell lasts, enemy units will also be considered disorganized.
- ❑ Individuals will not be disorganized but will have a -1 shot to hit in hand-to-hand combat.
- ❑ This spell can only be broken by another Druid.

Create hostile terrain.

Units on hostile terrain.

Additional notes of the Naran Team:

Units and Individuals on hostile terrain

- ❑ The cost of creating or maintaining the hostile terrain also includes the cost of maintaining impassable terrain (see the example below).
- ❑ Once the losses have been removed, the save rolls and morale tests are carried out as per the Rules.
- ❑ This spell can only be broken by another Druid.

Example:

In the third game turn, the Druid player decides to transform a hill (difficult terrain) into impassable terrain; on the same, at that moment, a large enemy unit, Orcs in Bloodlust, is stationary.

- ❑ At the beginning of the Movement phase, having the player of the Druid won in Initiative, he perform the spell.
- ❑ Difficult terrain becomes impassable.

The Orcs, though affected by the Bloodlust reaction, are blocked by the spell and therefore can not make any Movement.

In the next game turn, the Druid player has two possibilities:

a) to maintain that terrain as impassable terrain, thus keeping the Orcs there
or

b) to transform the impassable terrain into hostile terrain.

If the Druid player opts for the second hypothesis, he pays the transformation of the terrain from impassable to hostile, but no longer has to pay the maintenance of the impassable land.

The loss calculation by the Orc Unit is performed, after which it can move to exit that terrain.

Summoning the tree spirits.

Controlling the tree spirit

Additional notes of the Naran Team:

- ❑ The tree spirit that is being summoned will be placed with one of the edges of its base at no more than 10 cm from one side of the Druid's base.
- ❑ If the Druid dies or is routed, the tree spirit will be automatically removed and the entire army must perform a general Command test.
- ❑ The "Spellbreak" spell to cancel the evocation or control of the tree spirit can only be done by another Druid.

**Another spell added by Robin Dear for the Druids, published in WARRIOR magazine n. 11 (November / December 1994).
Nature Power – The use of Druids in Fantasy Warriors**

New Druid Power

Effects.

Additions of the Naran Team:

Create a terrain feature

- ❑ The new terrain configuration represent a wood and must be placed on the table in base contact with the Druid.
- ❑ If in the area that was covered by the new wood there were Individual Units and / or Individuals and / or Terrible Creatures, they will be subject to the effects of the new Difficult Terrain on which they came to find. The miniatures will be repositioned over the new terrain configuration, in the same place previously occupied.
- ❑ The instant growth of trees all around can panic an enemy unit, which is suddenly surrounded by tall trees, so the same will have to made a Reaction Test as if it were threatened by a Terrible Creature of higher value also having the bonus of one Music.

**Another spell added by Robin Dear for the Druids, published on WARRIOR n. 13 (April / May 1995) –
"The Battle of the Brimagost Forest".**

Druid Oak Circle

- ❑ no variation or addition

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SPECIAL RULES

In this Section we report some special rules derived from rules published in "*F. W. Companion by Nick Lund*", inserted for some Units or Creatures of some armies or in the Mercenaries, that we of the Naran Team have generalized, being able to avoid to bring them in the notes of the tables of the many armies lists of of Naran, every time if necessary, replacing them with a simple reference to their name.

Some of these Special Rules have been modified or extended by us to adapt them to the Naran Fantasy Wars game system.

Berserker

- ❑ The Berserker Units have two profiles; the second can only be used if the Units is in "bloodlust".

War chariots

- ❑ Chariot cannot move through or over woods, bushes, walls, palisades or chevaux de frise.

Special profile 1st round

- ❑ Some Units have a second profile named "1st Round", which can be used only during the 1st round of a fight.

Linebreaker

- ❑ If a Unit with this rule wins the first round of combat it will disorganize the enemy.
- ❑ If the enemy are already disorganized it will cause them to become shaken, regardless of any other morale test result, except rout. This applies to the first round of Combat only.

Giant Creatures

General rules

- ❑ Giants Creatures cannot be Warchiefs, Battle Leaders or Individuals
- ❑ The cost of leadership is included in the total.
- ❑ Add 10 points to the cost if you want the Giant Creature to also be a Champion.

Test and reactions

- ❑ If a Giant Creature has to make four or more saving throws at any one time it must then take the relevant test, and obey any potential reactions.
- ❑ The Giant Creature can be influenced and reorganize as normal.
- ❑ The Warchief or the Battle Leader of the Command whose Giant Creature depends may join with it to influence or reorganize it. As long as the Warchief or the Battle Leader is in contact with the Creature, they will not be able to move. As long as they are united, the Creature will be considered in all respects as a single Individual; the same for the Warchief or the Battle Leader. All other Individuals will never be able to join a Giant Creature.

Threat phase

All the Giant Creatures in the base of cm. 5 x 5 or higher, have the ability to terrorize enemies by emitting screams, barrites or roars (depending on their nature).

- ❑ The Giant Creature can threaten and counter-threaten.
- ❑ If the Giant Creature threatens or counter-threatens, the target Units must count one enemy musicians.
- ❑ If the Giant Creature is threatened it can include a musician and a friendly terrible creature in the threat test, provided whatever is threatening has a lesser strength.
- ❑ If the Giant Creature carries a Musician (Special Individual), for which the normal additional cost of +10 points must be paid, the ability of this is added to that of the Giant Creature.
- ❑ The Creature can carry only one Musician at most.

Throwing weapons and artillery on Giant Creatures

Some Giant Creatures can carry warriors with throwing weapons or artillery. The following rules apply to them:

- ❑ If the Giant Creature is reacting or disorganized, so are the warriors with throwing weapons and artillery crews.
- ❑ the cost of warriors with throwing weapons and that of artillery crews must be paid in addition to the cost of the Giant Creature, as indicated in their profile table. Warriors with throwing weapons or artillery crews use their profile when shooting. If the Giant Creature is reacting or disorganized, so are the warriors with throwing and artillery crews.
- ❑ The warriors with throwing weapons or artillery crews cannot select independent targets. They shoot together at the same target.
- ❑ The warriors with throwing weapons and artillery have 6 volley counters as normal.
- ❑ Because of the huge size of the Giant Creature the warriors with throwing weapons or artillery can shoot over one unit, provided the Giant Creature is in base-to-base contact with it.
- ❑ By the same token the Giant Creature is also a target for enemy missile units. He gains the benefit of soft cover in these circumstances.
- ❑ The warriors with throwing weapons and artillery can fire during the shooting phase while the Giant Creature is in combat. They can shoot at the enemy Units with which the Giant Creature is in combat.

Death or rout of a Giant Creature

- ❑ If the Giant Creature is killed or routs the warriors and artillery crews suffers the same fate.
- ❑ The army has to take a command test in the turn that the Giant Creature is routed or killed.

The Giant Creature with Unit Flag or Army Standard

- ❑ With a cost increase of 10 points the Giant Creature can have a flag, which can possibly be raised by a Standard Bearer, whose cost is free. The Flag will provide the normal bonus of the Standard Bearer of a Unit.
- ❑ For an extra cost of 50 points, an Army Standard can be carried by the Giant Creature; the Army Standard may be supported by a Standard Bearer, whose cost is free.
- ❑ With a further increase of 10 points, the Army Standard can also give the bonus of the Unit flag.
- ❑ The Standard and/or the Flag moves with the Giant Creature.
- ❑ While the Giant Creature lives the Army Standard and/or the Unit Flag remains and will give its bonus during all test in which it is considered.
- ❑ The Army Standard cannot be taken down.
- ❑ If the Giant Creature is killed or routs, the Army Standard is considered wrecked, and a command test must be taken this turn without the benefit of the standard.

Artillery

All Units in the Artillery section can be used considering the rules in:

- ❑ ***Nick Lund's Fantasy Warriors Companion*** (pag 32-33)
- ❑ ***Nick Lund Updates***
- ❑ Compendium of the Rules of Naran Fantasy Wars – Artillery Section

Throwing boulders

For the rules of the throwing boulders you can refer to:

- ❑ ***Nick Lund Updates***
- ❑ Compendium of the Rules of Naran Fantasy Wars – Special Weapons Section.

Fantasy Warriors Armies

NARAN VERSION

In this section we report the translation of the tables and related notes of the Armies of Fantasy Warriors that had been updated with the *F.W. Companion by Nick Lund*, and with subsequent additions published in the Warrior magazine published by Grenadier.

The original Fantasy Warriors armies, for which it was possible to find the lists, are the following:

Amazons
Barbarians
High Elves
Wood Elves
Dark Elves
Goblins
Halflings
Dwarven
Undeads
Orcs
Ratmen
Men-at-arms
Mercenaries & Auxiliares (Trolls & Ogres)

In the Mercenaries are included the Dragons and the Giants, as well as other Creatures and Units. With them the Trolls and the Ogres were included in the "Auxiliaries" Section.

These armies were based on the range of miniatures produced at the time by Grenadier, now produced by Mirliton.

The tables of these armies have been reviewed and modified by the Naran Team, in order to make them compatible with those of the other Naran armies, with which the expansions of these armies have also been included, with tables for other Units, Creatures and Individuals based on miniatures produced by Mirliton or other Companies, for which the tables of their profiles are not found in the original lists of the armies of Fantasy Warriors.

In Naran Armies there are therefore the expansions of the same armies above mentioned, which constitute the "Base List" Section of each army, while the Naran expansions form the "Individuals, Creatures and Special Units" Section. In order to bind in a single book the "Base List" Section and the "Special Section" (Naran), the two corresponding documents (pdf files) are provided for all the above listed armies, the first one for free.

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AMAZONS

General rules – from *F.W. Companion* by Nick Lund:

- ❑ Amazons armies can have one allied command of warriors from any of the following races: dwarves, elves, barbarians, men or ogres.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of unit made up of several of the above races.
- ❑ The allied command cannot have any individuals.
- ❑ An amazon army can have up to one of each type of talisman at a cost of 100 point each.

Naran Fantasy Wars rules

Faction: Neutral

Reference period:

- ❑ The Amazons Army can be used in all the Eras contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The Amazons may have Allied Commands formed with warriors from the Good or Neutral faction.
- ❑ The Amazons may have Mercenaries Commands formed with warriors from the Good or Neutral faction.
- ❑ **Enemies of the Hellenes and Romans:**
 - ◆ In the I ^ Era the Amazons are relentless enemies of the Hellenes and the Romans, therefore they neither deploy nor recruit Allied or Mercenaries Commands formed by warriors of these two armies.
 - ◆ The same rule applies, in the II ^ and III ^ Era, towards the Argos Empire founded by the Men of Arms, as they are the descendants of the Romans and the Hellenes.
- ❑ See the Special Rules for Allies and Mercenaries in the “**Allied and Mercenaries of Naran**” Compendium.

Army composition:

- ❑ The Amazons armies follow the army composition rules described in the **Naran Fantasy Wars Rules Compendium**.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium “**Ars Arcana of Naran**”.

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INFANTRY

Infantry (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	Trib.	-	-	1	Lt/Sh	1H	8in	No	No	Night	3	+3Vet	5	20
Warrior	Ave	Trib.	-	-	1	Lt	2H	8in	No	No	Night	3	+3Vet	5	20
Warrior	Ave	Trib.	-	-	1	Lt/Sh	Sp	8in	No	No	Night	3	+3Vet	5	20

Options:

- They can have a medium armor at the additional cost of **+1 point** per model, in this case the Mov will be 7in.

Guard (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Guard	Ave	Trib.	-	-	1	Md	Sp	7in	No	No	Night	7	+4Elite	5	20
Guard	Ave	Trib.	-	-	1	Md	Pole	7in	No	No	Night	9	+4Elite	5	20
Guard	Ave	Trib.	-	-	1	Md/Sh	1m	7in	No	No	Night	8	+4Elite	5	20
Guard	Ave	Trib.	-	-	1	Md	2m	7in	No	No	Night	8	+4Elite	5	20

Options:

- Spear armed models may have a shield at the additional cost of **+1 point** per model.

MISSILES TROOPS

Archers (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Ave	Trib.	-	-	1	Lt	B/1H	8in	No	No	Night	5	+3Vet	5	20

CAVALRY

Tiger riders (*base size 1in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	Trib.	-	-	1	Md	1H	13in	7	No	Night	13	+7Vet	5	15
with tiger	"	"	+1	-1	2	"	T&C	"	"	"	"	"	"	"	"

Options:

- Shield: **+4 points** for each model.
- Charge spear: **+1 point** for each model.

Tiger rider archers (*base size 1in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Ave	Trib.	-	-	1	Lt	B/1H	14in	7	No	Night	14	+7Vet	3	15
con tigre	"	"	+1	-1	2	"	T&C	"	"	"	"	"	"	"	"

Special rules:

- Mounted archers.

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WAR CHARIOTS

Amazon war chariot *(base size 2in by 4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Chariot	Ave	Trib.	+1	-1	2	Lt/Sh	T&C	15in	6	No	Night	29	+8Vet	2	5
1st round	"	"	"	"	5	"	"	"	"	"	"	"	"	"	"

Special rules:

- War chariot.
- Linebraker
- Special profile 1st round

TERRIBLE CREATURES

Amazon half giantess *(base size 2in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giantess	Ave	Trib.	+5	-3	6	Lt	2H	10in	6+2W	Yes	Night	132	-	1	1

Special rules:

- Giant Creatures
- Linebraker

INDIVIDUALS

Heroic warchief *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Trib.	+1	-	3	Md/Sh	1H	8in	6+2W	No	Night	57+C	-	-	-
on tiger	Elite	Trib.	+2	-1	6	Md/Sh	1H	13in	6+4W	No	Night	163+C	-	-	-

Special rules:

- Heroic Warchief
- Linebraker

Warchief and Battle leader *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Trib.	+1	-	2	Md/Sh	1H	8in	7	No	Night	30+C	-	-	-
on tiger	Elite	Trib.	+1	-1	5	Md/Sh	1H	13in	6	No	Night	69+C	-	-	-

Individuals *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Trib.	+1	-1	5	Md	2H	7in	7+1W	No	Night	96	-	-	-
on tiger	Elite	Trib.	+1	-2	8	Md/Sh	1H	13in	6+2W	No	Night	183	-	-	-
Destroyer	Elite	Trib.	+1	-1	10	Md	2H	7in	6+2W	No	Night	190	-	-	-
Courier	Vet.	Trib.	-	-	1	Lt	1H	12in	7	No	Night	42	-	-	-
Scout	Vet.	Trib.	-	-	1	Lt	1H	8in	7	No	Night	64	-	-	-
Command Herald	Vet.	Trib.	-	-	1	Lt	1H	8in	7	No	Night	38	-	-	-
on tiger	Vet.	Trib.	+1	-1	2	Md	1H	13in	7	No	Night	48	-	-	-
Command Banner	Vet.	Trib.	-	-	1	Lt	1H	8in	7	No	Night	48	-	-	-
on tiger	Vet.	Trib.	+1	-1	2	Md	1H	13in	7	No	Night	58	-	-	-

Special rules:

- Linebraker (Hero and Destroyer only)

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

ARS ARCANA

Arcan Individuals (*base size: on foot 1in by 1in - 1in by 2in mounted*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Witch	Vet.	Trib.	-	-	1	Lt	1H	8in	7	No	Night	12+M	-	-	-
on tiger	Vet.	Trib.	-	-1	3	Lt	1H	15in	6	No	Night	31+M	-	-	-
Priest	Vet.	Trib.	-	-	1	Lt	1H	8in	7	No	Night	86	-	-	-
Soothsayer	Scad.	Trib.	-	-	1	Lt	1H	8in	7	No	Night	51	-	-	-

Note.

- ❑ The Witch corresponds to the Wizard of the other armies.
- ❑ The Witch, the Priestess and the female Southsayer can also be an “*Enchantress*”, that is, it can have the *Enchantment Power* with a cost increase of +100 points.

Note of the Naran Team.

- ❑ In the *F.W. Companion by Nick Lund*, in the table corresponding to the above, there is also the Individual of the **Enchantress**, which in the Naran version does not exist, but its powers can be attributed to the Witch, the Priestess and the female Soothsayer, with a cost increase of + 100 points in addition to its cost indicated in the profile table.
- ❑ Anyone wishing to use the Individual of the Enchantress can use the Witch profile with the cost increased by +100 points.

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BARBARIANS

General rules – from *F.W. Companion by Nick Lund*:

- ❑ Barbarians armies can have one allied command of warriors from any of the following races: orcs, trolls, fighting men, dwarves and elves.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of unit made up of several of the above races.
- ❑ Dwarves or elves will not fight in a command containing any trolls or orcs.
- ❑ The allied command cannot have any individuals.
- ❑ A barbarian army can have up to one of each type of talisman at a cost of 100 point each

Naran Fantasy Wars rules

Faction: Neutral

Reference period:

- The Barbarian Army can be used in all the Eras contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The Barbarians may have Allied Commands formed with warriors from the Good, Evil or Neutral faction.
- ❑ The Barbarians may have Mercenaries Commands formed with warriors from the Good, Evil or Neutral faction.
- ❑ Barbarians can not deploy Allies and / or Mercenaries of the factions of Good and Evil in the same army.
- ❑ See the Special Rules for Allies and Mercenaries in the “**Allied and Mercenaries of Naran**” Compendium.

Army composition:

- ❑ The Barbarians armies follow the army composition rules described in the **Naran Fantasy Wars Rules Compendium**.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium “**Ars Arcana of Naran**”.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

Infantry *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	Fan.	+1	-	1	Lt/Sh	1H	8in	No	No	Night	5	+3Vet	5	20
Warrior	Ave	Fan.	+1	-	1	Lt/Sh	2H	8in	no	no	Night	5	+3Vet	5	20

Berserker *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Berserker	Ave	Fan.	+1	-1	1	Lt	2H	8in	No	No	Night	17	-	5	20
blood lust	Vet	"	+2	-2	2	"	"	10in	7	"	"	"	-	"	"

Special rules:

- Berserker

Guards *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Guard	Elite	Fan	+1	-	2	Md	2H	8in	8	No	Night	29	-	5	20

Special rules:

- Legendary unit.

MISSILE TROOPS

Archers *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Ave	Fan.	+1	-	1	Lt	B/1H	8in	No	No	Night	7	+3Vet	5	20

CAVALRY

Barbarian riders *(base size 1in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Vet	Fan.	+1	-	1	Md/Sh	1H	13in	7	No	Night	24	+8Elite	3	20
with horse	"	"	"	-1	2	"	H&H	"	"	"	"	"	-	"	"

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

TERRIBLE CREATURES

Battle Rhino *(base size 3in by 4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Rhino	Ave	Fan.	+11	-9	16	Md	H&H	8in	6+4W	Yes	Night	566	+48Vet	1	1

Special rules:

- Giant creature
- Linebraker

Battle Mammouth *(base size 3in by 4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Mammouth	Ave	Fan.	+11	-7	15	Md	H&H	8in	6+4W	Yes	Night	534	+45Vet	1	1
Crew	Ave	Fan.	+1	-	1	Lt	Bow	-	-	-	Night	7	+3Vet	4	4

Special rules:

- Giant creature
- Linebraker.

Barbarian half giant *(base size 2in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant	Ave	Fan.	+6	-3	6	Md	2H	8in	6+2W	Yes	Night	155	+18Vet	1	1

Special rules:

- Giant creature
- Linebraker.

Barbarian giant *(base size 5in by 5in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant	Ave	Fan.	+18	-11	18	Lt	H&H	12in	6+6W	Yes	Night	826	-	1	1

Special rules:

- Giant creature
- Linebraker.

Options:

- Can be armed with 2H weapon without cost variation.
- Can be armed with a throwing boulder (a single volley) for **+63 points**.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INDIVIDUALS

Heroic Warchief *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Fan.	+2	-1	3	Md/Sh	1H	8in	6+2W	No	Night	59+C	-	-	-
on horse	Elite	Fan.	+2	-2	5	Md/Sh	1H	13in	6+4W	No	Night	138+C	-	-	-

Special rules:

- Heroic Warchief
- Linebraker.

Options:

- They can replace the shield and the one-handed weapon with a two-handed weapon

Warchief and Battle Leaders *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Fan.	+2	-	2	Md/Sh	1H	8in	7	No	Night	31+VC	-	-	-
on horse	Elite	Fan.	+2	-1	4	Md/Sh	1H	13in	6	No	Night	63+VC	-	-	-

Options:

- They can replace the shield and the one-handed weapon with a two-handed weapon

Individuals *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Fan.	+2	-1	5	Lt	2H	8in	7+1W	No	Night	96	-	-	-
on horse	Elite	Fan.	+2	-2	8	Md/Sh	1H	13in	6+2W	No	Night	192	-	-	-
on tiger	Elite	Fan.	+3	-4	9	Lt/Sh	1H	12in	6+2W	No	Night	202	-	-	-
Destroyer	Elite	Fan.	+2	-1	10	Lt	2H	8in	6+2W	No	Night	180	-	-	-
Courier	Vet.	Fan.	+1	-	1	Lt	1H	12in	7	No	Night	44	-	-	-
Scout	Vet.	Fan.	+1	-	1	Lt	1H	8in	7	No	Night	66	-	-	-
Command Herald	Vet.	Fan.	+1	-	1	Lt	1H	8in	7	No	Night	40	-	-	-
on horse	Vet.	Fan.	+1	-1	2	Md/Sh	1H	13in	7	No	Night	49	-	-	-
Command Banner	Vet.	Fan.	+1	-	1	Lt	1H	8in	7	No	Night	50	-	-	-
on horse	Vet.	Fan.	+1	-1	2	Md/Sh	1H	13in	7	No	Night	59	-	-	-

Special rules:

- Linebraker (only Hero and Destroyer)

Options:

- The foot Hero can replace the two-handed weapon with a one-handed weapon and shield.

ARS ARCANA

Arcan Individuals *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Wizard	Ave	Fan.	+1	-	1	Lt	1H	8in	7	No	Night	10+M	-	-	-
Priest	Ave	Fan.	+1	-	1	Lt	1H	8in	7	No	Night	85	-	-	-
Soothsayer	Ave	Fan.	+1	-	1	Lt	1H	8in	7	No	Night	54	-	-	-

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DARK ELVES

General rules – from n. 5 – magazine WARRIOR (september/october 1993):

- ❑ Dark Elves armies can have one allied command of warriors from any of the following races: orcs, trolls, ogres, goblins, barbarians, or undeads.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of unit made up of several of the above races.
- ❑ If the allied command consist of any undead, then the only other race in the command can be goblins. Both dark elves and goblins will be subject to undead dread.
- ❑ The allied command cannot have any individuals.
- ❑ A Dark Elves army can have up to one of each type of talisman at a cost of 100 point each.
- ❑ Dark Elves become fanatics when fighting against wood elves and high elves.

Naran Fantasy Wars rules

Faction: Evil

Reference period:

- ❑ The Dark Elves Army can be used in 2nd and 3rd Eras contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The Dark Elves may have Allied Commands formed with warriors from the Evil or Neutral faction.
- ❑ The Dark Elves may have Mercenaries Commands formed with warriors from the Evil or Neutral faction.
- ❑ See the Special Rules for Allies and Mercenaries in the “**Allied and Mercenaries of Naran**” Compendium.

Army composition:

- ❑ The Dark Elves armies follow the army composition rules described in the **Naran Fantasy Wars Rules Compendium**.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium “**Ars Arcana of Naran**”.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

Infantry *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Vet.	Disc/Fan	-	-	1	H/Sh	1H	6in	No	No	Day	10	+4Elite	5	20
Warrior	Vet.	Disc/Fan	-	-	1	H	2H	6in	No	No	Day	10	+4Elite	5	20
Warrior	Vet.	Disc/Fan	-	-	1	H/Sh	Sp	6in	No	No	Day	10	+4Elite	5	20

Witches warriors *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Witch	Vet.	Fan.	-	-	1	Md	2H	6in	No	No	Day	20	-	5	20
Blood lust	Elite	"	+1	-1	2	"	"	8in	7	"	"	"	"	"	"

Special rules:

- Berserker
- Legandary Unit

MISSILE TROOPS

Crossbowmen *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Cr-bowmen	Vet.	Disc/Fan	-	-	1	Md	Cb/1H	6in	No	No	Day	9	"+4El."	5	20

CAVALRY

Raptor raiders *(base size 1in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Vet	Disc/Fan	-	-	1	H	1H	13in	7	No	Day	27	+8Elite	3	10
with Raptor	"	"	+2	-2	2	"	T&C	"	"	"	"	"	"	"	"

Opzions:

- Shield: **+4 points** each model.
- Charge spear: **+2 points** each model.
- Crossbow: **+2 points** each model (when they shot with the crossbow they can not protect themselves with the shield)

FLYING CAVALRY

Vulture raiders *(base size 3in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Vet	Disc/Fan	-	-	1	Md	1H	15in	7	No	Day	33	+8Elite	2	10
with Vulture	"	"	+2	-1	3	"	T&C	"	"	"	"	"	"	"	"

Special rules:

- Flying unit

Opzions:

- Crossbow: **+2 points** for each model

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INDIVIDUALS

Heroic Warchiefs *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Disc/Fan	+1	-	3	H/Sh	1H	6in	6+2W	No	Day	58+C	-	-	-
on raptor	Elite	Disc/Fan	+2	-2	6	H/Sh	1H	13in	6+4W	No	Day	172+C	-	-	-

Special rules:

- Heroic warchief
- Linebraker

Warchiefs and Battle Leaders *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Disc/Fan	+1	-	2	H/Sh	1H	6in	7	No	Day	32+C	-	-	-
on raptor	Elite	Disc/Fan	+2	-2	4	H/Sh	1H	13in	6	No	Day	69+C	-	-	-

Individuals *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Disc/Fan	+1	-1	5	H/Sh	1H	6in	7+1F	No	Day	98	-	-	-
on raptor	Elite	Disc/Fan	+2	-2	8	H/Sh	1H	13in	6+2F	No	Day	201	-	-	-
Destroyer	Elite	Fan.	+2	-2	10	H/Sh	2H	8in	6+2F	No	Day	204	-	-	-
Courier	Elite	Disc/Fan	-	-	1	Lt/Sh	1H	12in	7	No	Day	46	-	-	-
on raptor	Elite	Disc/Fan	+1	-	2	Lt	1H	18in	7	No	Day	64	-	-	-
Scout	Elite	Disc/Fan	-	-	1	Lt/Sh	1H	8in	7	No	Day	68	-	-	-
Command Herald	Elite	Disc/Fan	-	-	1	H/Sh	1H	6in	7	No	Day	46	-	-	-
on raptor	Elite	Disc/Fan	+2	-2	2	H/Sh	1H	13in	7	No	Day	63	-	-	-
Command Banner	Elite	Disc/Fan	-	-	1	H/Sh	1H	6in	7	No	Day	56	-	-	-
on raptor	Elite	Disc/Fan	+2	-2	2	H/Sh	1H	13in	7	No	Day	73	-	-	-

Special rules:

- Linebraker (heroes only)

Opzioni:

- The foot Heroes can replace the 1H weapon and the shield with a 2H

ARS ARCANA

Arcan Individuals *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Wizard	Vet.	Disc/Fan	-	-	1	Lt	1H	8in	7	No	Day	11+M	-	-	-
Priest	Vet.	Disc/Fan	-	-	1	Lt	1H	8in	7	No	Day	86	-	-	-
Soothsayer	Vet.	Disc/Fan	-	-	1	Lt	1H	8in	7	No	Day	55	-	-	-

Notes:

- Dark Elf wizards follow the rules of Liches (see Necromancer rules)

Note:

(variant introduced for the Naran Fantasy Wars version).

Wizard, Priest and Soothsayer can be women, which can also be *“Enchantresses”*, ie they can have the *Enchantment Power* with a cost increase of +100 points.

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DWARVES

General rules – from *F.W. Companion* by Nick Lund:

- ❑ Dwarven armies can have one allied command of warriors from any of the following races: men, barbarians, elves or amazons.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of unit made up of several of the above races.
- ❑ The allied command cannot have any individuals.
- ❑ A dwarven army can have up to one of each type of talisman at a cost of 100 point each.

Naran Fantasy Wars rules

Faction: Good

Reference period:

- ❑ The Dwarven Army can be used in 2nd and 3rd Eras contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The Dwarves may have Allied Commands formed with warriors from the Good or Neutral faction.
- ❑ The Dwarves may have Mercenaries Commands formed with warriors from the Good or Neutral faction.
- ❑ See the Special Rules for Allies and Mercenaries in the “**Allied and Mercenaries of Naran**” Compendium.

Army composition:

- ❑ The Dwarven armies follow the army composition rules described in the **Naran Fantasy Wars Rules Compendium**.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium “**Ars Arcana of Naran**”.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

Infantry (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Infantry	Vet.	Disc.	-	-	1	H/Sh	1H	4in	No	No	No	10	+4Elite	5	20
Infantry	Vet.	Disc.	-	-	1	H	2H	4in	No	No	No	10	+4Elite	5	20
Infantry	Vet.	Disc.	-	-	1	H/Sh	Sp	4in	No	No	No	10	+4Elite	5	20
Infantry	Vet.	Disc.	-	-	1	H	Pole	4in	No	No	No	11	+4Elite	5	20

Dwarven Berserkers (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Berserker	Vet.	Fan.	-	-	1	Lt	2H	6in	No	No	No	19	-	5	20
Blood lust	Elite	"	+1	-1	2	"	"	8in	7	"	"	"	"	"	"

Special rules:

- Legendary Unit
- Berserkers

MISSILES TROOPS

Handgunners (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Handgun.	Vet	Disc.	-	-	1	Md	Handg/1H	5in	No	No	No	10	+4Elite	5	20

Archers (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Vet	Disc.	-	-	1	Md	B/1H	5in	No	No	No	10	+4Elite	5	20

Crossbowmen (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Crossb.	Vet.	Disc.	-	-	1	Md	Cross/1H	5in	No	No	No	10	+4Elite	5	20

ARTILLERY

All Units in this Section follow the rules of the Artillery (see Naran's Compendium of the Rules)

Heavy crossbow (*base size 1in by 2in, crew 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Heavy Cros.	-	-	+2	-	3	-	Cross	-	7	No	-	29	-	1	2
Crew	Vet.	Disc.	-	-	1	Md	1H	5in	No	No	No	8	-	2	3

Heavy cannon (*base size 3in by 4in, crew 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Cannon	-	-	+7	-	8	-	Handg	-	6	No	-	116	-	1	1
Crew	Vet.	Disc.	-	-	1	Md	1H	5in	No	No	No	8	-	4	10

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

CAVALRY

Warriors on bear *(base size 1in by 2in)*.

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Vet.	Disc	-	-	1	H/Sh	2H	7in	7	No	No	18	+8Elite	3	10
with bear	"	"	+2	-1	2	"	T&C	"	"	"	"	"	"	"	"

Notes:

- Warriors on bear can use the shield only against shooting weapons.

Lancers/Crossbowmen on bear *(base size 1in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Lancer	Vet.	Disc.	-	-	1	H/Sh	Cross/Sp	7in	7	No	No	21	+8Elite	3	10
with bear	"	"	+2	-1	2	"	T&C	"	"	"	"	"	"	"	"

Notes:

- Lancers are armet with “charge spear”.
- When they use the crossbow can not protect themselves with the shield..

INDIVIDUALS

Heroic Warchief *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Disc.	+1	-1	3	H/Sh	1H	4in	6+2W	No	No	56+VC	-	-	-
on bear	Elite	Disc.	+2	-1	6	H/Sh	1H	7in	6+4W	No	No	137+VC	-	-	-

Special rules:

- Heroic Warchief
- Linebraker

Warchief and battle leaders *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Disc.	+1	-	2	H/Sh	1H	4in	7	No	No	30+VC	-	-	-
on bear	Elite	Disc.	+2	-1	4	H/Sh	1H	7in	6	No	No	46+VC	-	-	-

Individuals *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Disc.	+1	-1	5	H/Sh	1H	4in	7+1W	No	No	90	-	-	-
on bear	Elite	Disc.	+2	-2	8	H/Sh	1H	7in	6+2W	No	No	155	-	-	-
on bat	Elite	Disc.	+2	-2	9	Md	Sp	14in	6+2W	No	No	284	-	-	-
Courier	Vet.	Disc.	-	-	1	Lt	1H	12in	7	No	No	45	-	-	-
Scout	Elite	Disc.	-	-	1	Md	1H	5in	7	No	No	70	-	-	-
Command Herald	Elite	Disc.	-	-	1	H/Sh	1H	4in	7	No	No	47	-	-	-
on bear	Elite	Disc.	+2	-1	2	H/Sh	1H	7in	7	No	No	52	-	-	-
Command Banner	Elite	Disc.	-	-	1	H/Sh	1H	4in	7	No	No	57	-	-	-
on bear	Elite	Disc.	+2	-1	2	H/Sh	1H	7in	7	No	No	62	-	-	-

Special rules:

- Linebraker (only Heroes)
- Flying (only Hero mounted on bat)

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

ARS ARCANA

Arcan Individuals (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Wizard	Vet.	Disc.	-	-	1	Lt	1H	7in	7	No	No	12+M	-	-	-
Priest	Vet.	Disc.	-	-	1	Lt	1H	7in	7	No	No	87	-	-	-
Soothsayer	Vet.	Disc.	-	-	1	No	1H	7in	7	No	No	56	-	-	-

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GOBLINS

General rules – from *F.W. Companion* by Nick Lund:

- ❑ Goblin armies can have one allied command of warriors from any of the following races: orcs, trolls, ogres, men or barbarians.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of unit made up of several of the above races.
- ❑ The allied command cannot have any individuals.
- ❑ A goblin army can have up to one of each type of talisman at a cost of 100 point each.
- ❑ At night all goblins become fanatics (*valid also in Naran Fantasy Wars*).

Naran Fantasy Wars rules

Faction: Evil

Reference period:

- ❑ The Goblins Army can be used in all the Eras contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The Goblins may have Allied Commands formed with warriors from the Evil or Neutral faction.
- ❑ The Goblins may have Mercenaries Commands formed with warriors from the Evil or Neutral faction.
- ❑ See the Special Rules for Allies and Mercenaries in the “**Allied and Mercenaries of Naran**” Compendium.

Army composition:

- ❑ The Goblins armies follow the army composition rules described in the **Naran Fantasy Wars Rules Compendium**.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium “**Ars Arcana of Naran**”.

Special rules (“Tricks”) – from *F.W. Companion* by Nick Lund (valid for Naran Fantasy Wars too)

GOBLIN TRICKS

The goblin war chant

The aim of the goblin war chant is to whip the whole army into blood lust simultaneously, before the enemy has a chance to react or deploy effectively. At its most potent the war chant will also have the enemy army checking its will to stand and fight. The drawback to the war chant is that once started it must run its course. The war chant can also fail with disastrous results.

- ❑ The war chant begins on the first threat phase of the battle.
- ❑ It involves all the units in the goblin army.
- ❑ All commands in the army must be under hold order.
- ❑ No unit can be reacting.
- ❑ Commands that have scouted also take part.
- ❑ Allied commands and mercenaries command also take part.
- ❑ If the chant continues it takes place during the threat phase of the battle turn.
- ❑ Units can do nothing else while the chant begins or continues; they cannot move, fight and so on. Should a unit do anything else but stand and chant, the chant is broken and the effect is as if a 7 result on the score chart below.
- ❑ If at any time during a chant a unit obtains a reaction, the effect is as if a 7 result on the score chart below.
- ❑ The warchief, individuals, and battle leaders also remain stationary while a war chant is in progress.

Method

Throw 1D6 and add the worth of the warchief. Modify, the result as follows:

- +1D6 if it is night
- +1 for each talisman in the goblin army
- +1 if the omens are good for the goblins
- +1 if the omens are bad for the enemy
- +2 if the goblins are employig a battle drum

Score

16 or more

The chant rises to a blood curdling roar from the goblins. The enemy army must make a command test this turn. All goblin units go into blood lust. All goblin commands immediately have attack orders. Remove the hold order counters and replace them with attack orders, place blood lust counters next to each goblin unit. Place command test counters next to the enemy warchief, battle leaders and so on. The chant is over for this battle.

15

The chanting gathers momentum, becoming louder and more rhythmic. It ends abruptly with a deafening war cry from every goblin warrior. All units go into blood lust. Place blood lust counters next to each goblin unit. All goblin commands immediately have attack orders. Remove the hold order counters and replace them with attack orders. The chant is over for this battle.

14

The chanting gets louder and louder, weapons are hammered on shields, feet stomp the ground in rhythm, and musicians add to the cacophony as the goblins work themselves up into blood lust. All goblin units that are not disorganized go into blood lust, place blood lust counters next to each unit. The chant is over for this battle.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

10 to 13

The chant goes on, as yet having no effect. The goblin player has the option of continuing the chant, or ending it (see above).

9 to 8

The chanting has no effect, there is no confidence and one by one the goblin units grow tired and the chanting peters out all together. The chant is over for this battle.

7

The chanting is half-hearted, it falters and dies away with barely a murmur; it is obvious the goblins are intimidated by the enemy. All units become shaken – place a shaken counter next to each unit. The omens are now bad for the rest of the battle. The chant is over for this battle.

6

Disaster. The failure of the chant to rise above a half-hearted murmur severely shakes the whole army. All units become shaken, the omens are now bad for the rest of the battle, and the army must take a command test this turn. Place shaken counters next to each unit. Place command test counters next to the warchief, battle leaders and so on. The chant is over for this battle.

* * *

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

Goblin rabble (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Rabble	Poor	T/F	-	-	1	Lt/Sh	1H	8in	No	No	Day	2	+1Ave	5	40
Rabble	Poor	T/F	-	-	1	Lt	2H	8in	No	No	Day	2	+1Ave	5	40
Rabble	Poor	T/F	-	-	1	Lt	Sp	8in	No	No	Day	1	+1Ave	5	40

Options:

- Shield: +1 point for each model (only for models armed with spear)

Goblin Infantry (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Infantry	Ave	T/F	-	-	1	Lt/Sh	1H	8in	No	No	Day	3	+3Vet	5	30
Infantry	Ave	T/F	-	-	1	Lt	2H	8in	No	No	Day	3	+3Vet	5	30
Infantry	Ave	T/F	-	-	1	Lt	Sp	8in	No	No	Day	2	+3Vet	5	30

Options:

- Shield: +1 point for each model (only for models armed with spear)

Great Goblin Infantry (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Infantry	Med.	T/F	+1	-	1	Lt/Sh	1H	8in	No	No	Day	4	+3Vet	5	20
Infantry	Med.	T/F	+1	-	1	Lt	2H	8in	No	No	Day	4	+3Vet	5	20
Infantry	Med.	T/F	+1	-	1	Lt/Sh	Sp	8in	No	No	Day	4	+3Vet	5	20

MISSILE TROOPS

Goblin Rabble Archers (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Poor	T/F	-	-	1	Lt	B/1H	8in	No	No	Day	4	+1Ave	5	40

Goblin Archers (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Ave	T/F	-	-	1	Lt	B/1H	8in	No	No	Day	5	+3Vet	5	30

Great Goblin Archers (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Ave	T/F	+1	-	1	Lt	B/1H	8in	No	No	Day	6	+3Vet	5	30

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

ARTILLERY

Giant handgun on spider *(base size 2in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Crew	Ave	T/F	-	-	1	Lt	1H	14in	7	Yes	Day	40	-	2	5
with spider	"	"	+2	-2	3	"	T&C	"	"	"	"	"	-	"	"
Handgun	-	-	+4	-	2	-	Handg	-	-	-	-	-	-	-	-

Special rules:

- Pass the impassable

Limitazioni:

- Max one unit every 2000 army points.

Note:

- For the rules of use, see the Artillery Section (Giant handgun).
- They can only be used in the battles of the 3rd Age of Naran's background.

CAVALLERIA

Goblins on giant spider *(base size 2in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	T/F	-	-	1	Lt	1H	18in	7	Yes	Day	38	+7Vet	2	8
with spider	"	"	+2	-2	3	"	T&C	"	"	"	"	"	"	"	"

Special rules:

- Pass the impassable.

Options:

- Shield: **+6 points** for each model.
- Bow: **+2 points** for each model

Goblins warriors on Gargoyle *(base size 3in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	T/F	-	-	1	Lt	1H	12in	7	No	Day	14	+7Vet	2	5
with gargoyle	"	"	+1	-2	3	"	T&C	"	"	"	"	"	"	"	"

Special rules:

- Flying unit.

Options:

- Charge spear: **+1 point** for each model.
- Shield: **+6 points** for each model.

Goblins archers on Gargoyle *(base size 3in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	T/F	-	-	1	Lt	B/1H	12in	7	No	Day	16	+7Vet	2	5
with gargoyle	"	"	+1	-2	3	"	T&C	"	"	"	"	"	"	"	"

Special rules:

- Flying unit.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

TERRIBLE CREATURES

Great Hobgoblins (*base size 1,5in by 1,5in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	Fan.	+2	-1	2	Lt	2H	8in	7	Yes	Day	23	+6Vet	4	10
Warrior	Ave	Fan.	+2	-1	2	Lt	Sp	8in	7	Yes	Day	22	+6Vet	4	10
Warrior	Ave	Fan.	+2	-1	2	Lt	Pole	8in	7	Yes	Day	24	+6Vet	4	10

Options:

- Medium armour: **+1 point** for each model (Mov will be 6in)
- Heavy armour: **+3 points** for each model (Mov will be 5in)

Limitazioni:

- Max one unit every 1000 army points

Goblin War Giant (*base size 4in by 4in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant	Ave	Trib.	+17	-10	16	Md	H&H	12in	6+6W	Yes	Day	719	-	1	1
Ballista	-	-	+2	-	3	-	Cross	-	No	No	No	15	-	2	2
Crew	Ave	T/F	-	-	1	Lt	1H	-	No	No	Day	3	-	6	6

Special rules:

- Giant creatures
- Rides creatures
- Linebraker

Note:

- Ballistas follow the rules described in the Artillery section.
- A Goblin wizard may be deployed on the giant, who may also serve as a Warchief.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INDIVIDUALS

Goblins Heroic Warchief *(base size: on foot 1in by 1in - 2in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	T/F	+1	-1	3	Md/Sh	1H	8in	6+2W	No	Day	61+VC	-	-	-
on giant spider	Elite	T/F	+3	-3	5	Lt/Sh	1H	18in	6+4W	Yes	Day	177+VC	-	-	-

Special rules:

- Heroic Warchief
- Linebraker
- Pass the impassable (only individuals mounted on giant spider)

Goblins Warchief and Battle leaders *(base size: on foot 1in by 1in - 2in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	T/F	+1	-	2	Md/Sh	1H	8in	7	No	Day	32+VC	-	-	-
on giant spider	Elite	T/F	+3	-2	4	Lt/Sh	1H	18in	6	Yes	Day	94+VC	-	-	-

Special rules:

- Pass the impassable (only individuals mounted on giant spider)

Goblins Individuals *(base size: on foot 1in by 1in - 2in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	T/F	+2	-1	5	Md	2H	8in	7+1W	No	Day	106	-	-	-
on giant spider	Elite	T/F	+3	-2	9	Lt/Sh	1H	18in	6+2W	Yes	Day	281	-	-	-
Destroyer	Elite	T/F	+2	-1	10	Md	2H	8in	6+2W	No	Day	190	-	-	-
Scout	Vet	T/F	-	-	1	Lt	1H	8in	7	No	Day	64	-	-	-
Courier	Vet	T/F	-	-	1	Lt	1H	12in	7	No	Day	42	-	-	-
Command Herald	Vet	T/F	-	-	1	Lt	1H	8in	7	No	Day	38	-	-	-
on giant spider	Vet	T/F	+2	-2	3	Lt	1H	18in	7	Yes	Day	79	-	-	-
Command Banner	Vet	T/F	-	-	1	Lt	1H	8in	7	No	Day	48	-	-	-
on giant spider	Vet	T/F	+2	-2	3	Lt	1H	18in	7	Yes	Day	89	-	-	-

Special rules:

- Linebraker (only Hero and Destroyer)
- Pass the impassable (only individuals mounted on giant spider)

Great Hobgoblins Individuals *(base size 1,5in by 1,5in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Fan	+3	-1	6	Md	2H	8in	7+1W	Yes	Day	134	-	-	-
Destroyer	Elite	Fan	+3	-1	10	Md	2H	8in	6+2W	Yes	Day	251	-	-	-

Special rules:

- Linebraker

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

ARS ARCANA

Arcan Goblins Individuals *(base size: on foot 1in by 1in - 2in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Wizard	Ave	T/F	-	-	1	Lt	1H	8in	7	No	Day	8+M	-	-	-
on giant spider	Ave	T/F	+2	-2	3	Lt	1H	18in	7	Yes	Day	43+M	-	-	-
Priest	Ave	T/F	-	-	1	Lt	1H	8in	7	No	Day	83	-	-	-
Soothsayer	Ave	T/F	-	-	1	Lt	1H	8in	7	No	Day	52	-	-	-

Special rules:

- Pass the impassable (only individuals mounted on giant spider).

* * *

HALFLINGS

General rules – by *F.W. Rules Update by Nick Lund*:

- ❑ Halflings armies can have one allied command of warriors from any of the following races: dwarves, high elves, wood elves, barbarians, humans.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of unit made up of several of the above races.
- ❑ The allied command cannot have any individuals.
- ❑ An amazon army can have up to one of each type of talisman at a cost of 100 point each.

Special rules – from *F.W. Rules Update by Nick Lund*:

Because of their size and natural ability to conceal themselves halflings make superb scouts.

- ❑ Add 1 to scouting score for each unit of halflings scouting.
- ❑ Roll 3D if a halfling scout is involved. (Instead of 2D).
- ❑ Any enemy shooting at halflings will deduct -1 from their to hit.
- ❑ Halflings will never use poison.

Naran Fantasy Wars rules

Faction: Good

Reference period:

- ❑ The Dwarves Army can be used in 2nd and 3rd Eras contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The Dwarves may have Allied Commands formed with warriors from the Good or Neutral faction.
- ❑ The Dwarves may have Mercenaries Commands formed with warriors from the Good or Neutral faction.
- ❑ See the Special Rules for Allies and Mercenaries in the "Allied and Mercenaries of Naran" Compendium.

Army composition:

- ❑ The Dwarves armies follow the army composition rules described in the **Naran Fantasy Wars Rules Compendium**.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium "**Ars Arcana of Naran**".

Special rules

Apply the rules of *F.W. Rules Update by Nick Lund*, above, with the following variant to the first rule:

- ❑ Add +1 to the result of the Exploration Test for each Halflings Unit in the army, excluding those with war chariots and artillery; for the latter the malus of -2 is reduced to -1.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

Militia (base size 3/4in by 3/4in)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Militia	Ave	Trib.	-1	-	1	Lt	1H	7in	No	No	No	3	+3Vet	5	40
Militia	Ave	Trib.	-1	-	1	Lt/Sh	1H	7in	No	No	No	4	+3Vet	5	40

Soldiers (base size 3/4in by 3/4in)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Soldier	Ave	Trib.	-1	-	1	Md/Sh	1H	6in	No	No	No	6	+3Vet	5	30
Soldier	Ave	Trib.	-1	-	1	Md/Sh	Sp	6in	No	No	No	6	+3Vet	5	30

MISSILE WEAPONS

Archers (base size 3/4in by 3/4in)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Ave	Trib.	-1	-	1	Lt	B/1H	7in	No	No	No	6	+3Vet	5	30

Slingers (base size 3/4in by 3/4in)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Slinger	Ave	Trib.	-1	-	1	Lt	SI/1H	7in	No	No	No	6	+3Vet	5	30

ARTILLERY

Colverine (base size 1,5in by 1,5in, crew 3/4in by 3/4in)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Colverine	-	-	+2	-	4	-	Handg	-	7	-	-	25	-	1	3
Crew	Ave	Trib.	-1	-	1	Lt	1H	7in	No	No	No	4	-	2	4

Notes:

- Following the rules of multispingarde (see rules of the Artillery in “Naran Rules Compendium”)

CAVALRY

Archers on ponies (base size 3/4in by 1,5in)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Arcieri	Med.	Trib.	-1	-	1	Lg	A/1M	25	7	No	No	12	+7Vet	5	10
Pony	"	"	-	-1	2	"	c&z	"	"	"	"	"	"	"	"

WAR CHARIOTS

War chariot (base size 1,5in by 3in)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Chariot	Vet.	Trib.	-1	-1	2	H/Sh	Cross/H&H	10in	7	No	No	26	-	2	6
1st round	"	"	-	"	4	"	"	"	"	"	"	"	"	"	"

Special rules:

- War chariots
- Special profile 1st round
- Linebraker

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INDIVIDUALS

Warchief and Battle leaders *(base size 3/4in by 3/4in on foot, 3/4in by 1,5in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Trib	-	-	2	Md/Sh	1H	6in	8	No	No	26+VC	-	-	-
on pony	Elite	Trib	-	-1	3	H/Sh	1H	10in	7	No	No	35+VC	-	-	-

Individuals *(base size 3/4in by 3/4in on foot, 3/4in by 1,5in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Trib.	-	-1	5	Md/Sh	1H	6in	7+1F	No	No	83	-	-	-
on pony	Elite	Trib.	-	-1	6	H/Sh	1H	10in	6+2F	No	No	122	-	-	-
Scout	Vet.	Trib.	-1	-	1	Lt	1H	7in	7	No	No	66	-	-	-
Command Banner	Vet.	Trib.	-1	-	1	Md	1H	6in	7	No	No	51	-	-	-
on pony	Vet.	Trib.	-	-1	2	H	1H	10in	7	No	No	60	-	-	-
Command Herald	Vet.	Trib.	-1	-	1	Md	1H	6in	7	No	No	41	-	-	-
on pony	Vet.	Trib.	-	-1	2	H	1H	10in	7	No	No	50	-	-	-
Courier	Vet.	Trib.	-1	-	1	Md	1H	8in	7	No	No	41	-	-	-
on pony	Vet.	Trib.	-	-1	1	Md	1H	10in	7	No	No	49	-	-	-

ARS ARCANA

Arcan Individuals *(base size 3/4in by 3/4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Wizard	Ave	Disc.	-	-	1	Lt	1H	7in	8	No	No	7+M	-	-	-
Priest	Ave	Disc.	-	-	1	Lt	1H	7in	8	No	No	82	-	-	-
Soothsayer	Ave	Disc.	-	-	1	Lt	1H	7in	8	No	No	51	-	-	-

Note of the Naran Team.

- ❑ In *F.W.Companion by Nick Lund*, in the table corresponding to the above, is also present in the Individual r of the Druid, which in the Naran version does not exist, but its powers can be attributed to the Wizard of some armies, but not to that of the Alflings.
- ❑ It is however possible to deploy in this army a Wizard-Druid of a race that can have it and that can ally itself with the Alflings. Even if of different race, the Wizard-Druid will be considered in all respects as a normal Arcane Individual of this army.
- ❑ **For those who just want to deploy an Halfling Druid, he can use the same profile as the Wizard, without any variation.**

* * *

HIGH ELVES

General rules – from *F.W. Companion by Nick Lund*:

- ❑ High elf armies can have one allied command of warriors from any of the following races: wood elves, dwarves, humans and amazons.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of unit made up of several of the above races.
- ❑ The allied command cannot have any individuals.
- ❑ A high elf army can have up to one of each type of talisman at a cost of 100 point each.

Naran Fantasy Wars rules

Faction: Good

Reference period:

- ❑ The High Elves Army can be used in 2nd and 3rd Eras contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The High Elves may have Allied Commands formed with warriors from the Good or Neutral faction.
- ❑ The High Elves may have Mercenaries Commands formed with warriors from the Good or Neutral faction.
- ❑ See the Special Rules for Allies and Mercenaries in the “**Allied and Mercenaries of Naran**” Compendium.

Army composition:

- ❑ The High Elves armies follow the army composition rules described in the “**Naran Fantasy Wars Rules Compendium**”.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium “**Ars Arcana of Naran**”.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

Infantry (*base size 1in by 1in*).

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Vet.	Disc.	-	-	1	H/Sh	1H	6in	No	No	No	12	+4Elite	5	20
Warrior	Vet.	Disc.	-	-	1	H	2H	6in	No	No	No	12	+4Elite	5	20
Warrior	Vet.	Disc.	-	-	1	H/Sh	Sp	6in	No	No	No	12	+4Elite	5	20

MISSILE TROOPS

Archers (*base size 1in by 1in*).

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Vet.	Disc.	-	-	1	H	Lb/1H	6in	No	No	No	16	+4Elite	5	20

CAVALRY

Warriors on horse (*base size 1in by 2in*).

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Elite	Disc	-	-	1	H	1H	12in	7	No	No	32	-	5	15
with horse	"	"	+1	-1	2	"	H&H	"	"	"	"	"	"	"	"

Opzioni:

- Shield: **+4 points** for each model.
- Charge spear: **+2 points** for each model.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INDIVIDUALS

Heroic Warchief *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Disc.	+1	-	3	H/Sh	1H	6in	6+2W	No	No	61+VC	-	-	-
on horse	Elite	Disc.	+2	-1	6	H/Sh	1H	12in	6+4W	No	No	167+VC	-	-	-

Special rules:

- Heroic Warchief
- Linebraker

Warchief and Battle leader *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Disc.	+1	-	2	H/Sh	1H	6in	7	No	No	34+VC	-	-	-
on horse	Elite	Disc.	+2	-1	4	H/Sh	1H	12in	6	No	No	66+VC	-	-	-

Individuals *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Disc.	+1	-1	5	H/Sh	1H	6in	7+1W	No	No	88	-	-	-
on horse	Elite	Disc.	+2	-2	8	H/Sh	1H	12in	6+2W	No	No	181	-	-	-
Paladin	Elite	Disc.	+1	-1	5	H/Sh	1H	6in	7+1W	No	No	138	-	-	-
on horse	Elite	Disc.	+2	-2	8	H/Sh	1H	12in	6+2W	No	No	231	-	-	-
Courier	Elite	Disc.	-	-	1	Lt	1H	12in	7	No	No	48	-	-	-
on horse	Elite	Disc.	+1	-	2	Lt	1H	19in	7	No	No	66	-	-	-
Scout	Elite	Disc.	-	-	1	Lt	Lb/1H	8in	7	No	No	74	-	-	-
Command Herald	Elite	Disc.	-	-	1	H/Sh	1H	6in	7	No	No	49	-	-	-
on horse	Elite	Disc.	+1	-1	2	H/Sh	1H	12in	7	No	No	60	-	-	-
Command Banner	Elite	Disc.	-	-	1	H/Sh	1H	6in	7	No	No	59	-	-	-
on horse	Elite	Disc.	+1	-1	2	H/Sh	1H	12in	7	No	No	70	-	-	-

Special rules:

- Linebraker (only heroes and paladins)

Options:

- The Heroes and Paladins on foot can replace the 1H weapon and the shield with a 2H weapon

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

ARS ARCANA

Arcan Individuals *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Wizard	Vet.	Disc.	-	-	1	Lt	1H	8in	7	No	No	13+M	-	-	-
Priest	Vet.	Disc.	-	-	1	Lt	1H	8in	7	No	No	88	-	-	-
Soothsayer	Vet.	Disc.	-	-	1	Lt	1H	8in	7	No	No	57	-	-	-

Note.

(Variant introduced with the “Naran Fantasy Wars” version)

- Wizard, Priest and Soothsayer can be women, who can also be “*Enchantresses*”, ie they can have the *Enchantment Power* with a cost increase of **+100 points**.

* * *

MEN-AT-ARMS

General rules – from *F.W. Companion by Nick Lund*:

- ❑ Human armies can have one allied command of warriors from any of the following races: wood elves, dwarves, humans and amazons.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of unit made up of several of the above races.
- ❑ The allied command cannot have any individuals.
- ❑ A human army can have up to one of each type of talisman at a cost of 100 point each.

Naran Fantasy Wars rules

Correspondence with the Army of the "Men-at-Arms" of Naran.

- ❑ Among Naran's armies there are many of them formed by "Men". Strictly speaking, even the Barbarians and the Amazons are to be considered among the "Humans".
- ❑ This army of *F.W. Companion by Nick Lund* corresponds to that of the MEN-AT-ARMS of the ARGOS EMPIRE of Naran and constitutes its "*basic component*". Among the books of the armies of Naran there is also that dedicated to the Units and Special Characters of this army, called "MEN-AT-ARMS OF THE EMPIRE OF ARGOS", for brevity cited with the simplified name of "MEN-AT-ARMS".

Faction: Good

Reference period:

- ❑ The Human Army can be used in **3rd Era** contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The Humans may have Allied Commands formed with warriors from the Good or Neutral faction.
- ❑ The Humans may have Mercenaries Commands formed with warriors from the Good or Neutral faction.
- ❑ See the Special Rules for Allies and Mercenaries in the "**Allied and Mercenaries of Naran**" Compendium.

Army composition:

- ❑ The Human armies follow the army composition rules described in the **Naran Fantasy Wars Rules Compendium**.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium "**Ars Arcana of Naran**".

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

City Guard *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Pikemen	Ave	Disc.	-	-	1	Lt	Pike	7in	No	No	Night	2	+3Vet	10	30
Spearmen	Poor	Disc.	-	-	1	Lt	Sp	7in	No	No	Night	1	+1Ave	10	30
Soldier	Poor	Disc.	-	-	1	Lt	1H	7in	No	No	Night	1	+1Ave	10	30

Options:

- Shield: **+1 point** for each model (only models armed with spear or 1H weapon).

Men-at-arms *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Man-at-arm	Ave	Disc.	-	-	1	Md	Pole	6in	No	No	Night	5	+3Vet	5	20

Foot Knights *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Knight	Vet.	Disc.	-	-	1	Xh/Sh	1H	4in	No	No	Night	11	+4Elite	5	20
Knight	Vet.	Disc.	-	-	1	Xh	2H	4in	No	No	Night	11	+4Elite	5	20
Knight	Vet.	Disc.	-	-	1	Xh	Pole	4in	No	No	Night	12	+4Elite	5	20

MISSILE TROOPS

Crossbowmen *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Cr-bowman	Ave	Disc.	-	-	1	Lt	Cr/1H	7in	No	No	Night	4	+3Vet	5	20

Options:

- Medium armour: **+1 point** for each model (Mov will be 6in).

Archers *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Ave	Disc.	-	-	1	Lt	Lb/1H	7in	No	No	Night	5	+3Vet	5	20

Options:

- Medium armour: **+1 point** for each model (Mov will be 6in).

Handgunners *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Handgunner	Ave	Disc.	-	-	1	Lt	Hg/1H	7in	No	No	Night	4	+3Vet	5	20

Options:

- Medium armour: **+1 point** for each model (Mov will be 6in).

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

CAVALRY

Knights *(base size 1in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Knight	Elite	Disc.	+1	-	1	Xh	1H	11in	7	No	Night	39	-	3	20
with horse	"	"	"	-1	2	"	H&H	"	"	"	"	"	"	"	"
1st round	"	"	"	"	3	"	"	"	"	"	"	"	"	"	"

Special rules:

- Special profile 1st round
- Linebraker

Options:

- Charge spear: **+1 point** for each model
- Shield: **+4 points** for each model

Mounted men-at-arms – *base size 1in by 2in*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Man-at-arm	Ave	Disc	+1	-	1	H	1H	12in	7	No	Night	21	+7Vet	3	20
with horse	"	"	"	-1	2	"	H&H	"	"	"	"	"	"	"	"
1st round	"	"	"	"	3	"	"	"	"	"	"	"	"	"	"

Special rules:

- Special profile 1st round
- Linebraker

Options:

- Charge spear: **+1 point** for each model
- Shield: **+4 points** for each model

ARTILLERY

Heavy handgun *(base size 1in by 2in, crew 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant hg	Ave	Disc.	+4	-	2	-	Hg	-	8	-	-	17	-	2	10
Crew	Ave	Disc.	-	-	1	Lt	1H	7in	No	No	Night	2	-	1	2

Notes:

- Follows the rule of the heavy handgun (see rules of the Artillery of the Compendium)

Cannon *(base size 2in by 2in, crew 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Cannon	Ave	Disc.	+6	-	3	-	Hg	-	7	-	-	32	-	1	5
Servente	Ave	Disc.	-	-	1	Lt	1H	7in	No	No	Night	2	-	2	6

Notes:

- Follows the rule of the cannons (see rules of the Artillery of the Compendium)

Limits:

- Maximum one unit per 1000 army points.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INDIVIDUALS

Heroic Warchief *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Disc.	+1	-	3	Xh/Sh	1H	4in	6+2W	No	Night	58+VC	-	-	-
on horse	Elite	Disc.	+2	-1	5	Xh/Sh	1H	11in	6+4W	No	Night	140+VC	-	-	-

Special rules:

- Heroic Warchief
- Linebraker

Warchief and Battle leaders *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Disc.	+1	-	2	Xh/Sh	1H	4in	7	No	Night	32+VC	-	-	-
on horse	Elite	Disc.	+2	-1	4	Xh/Sh	1H	11in	6	No	Night	66+VC	-	-	-

Individuals *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Disc.	+1	-1	5	Xh/Sh	1H	4in	7+1F	No	Night	86	-	-	-
on horse	Elite	Disc.	+2	-2	8	Xh/Sh	Sp/1H	11in	6+2F	No	Night	185	-	-	-
Paladin	Elite	Disc.	+1	-1	5	Xh/Sh	1H	4in	7+1F	No	Night	136	-	-	-
on horse	Elite	Disc.	+2	-2	8	Xh/Sh	Sp/1H	11in	6+2F	No	Night	235	-	-	-
Courier	Vet.	Disc.	-	-	1	Lt	1H	12in	7	No	Night	42	-	-	-
on horse	Vet.	Disc.	+1	-	2	Lt	1H	18in	7	No	Night	54	-	-	-
Scout	Vet.	Disc.	-	-	1	Md	1H	6in	7	No	Night	65	-	-	-
Command Herald	Vet.	Disc.	-	-	1	Xh	1H	4in	7	No	Night	43	-	-	-
on horse	Elite	Disc.	+1	-1	2	Xh	1H	11in	7	No	Night	80	-	-	-
Command Banner	Vet.	Disc.	-	-	1	Xh	1H	4in	7	No	Night	53	-	-	-
on horse	Elite	Disc.	+1	-1	2	Xh	1H	11in	7	No	Night	90	-	-	-

Special rules:

- Linebraker (only heroes)

Options:

- The Heroes and Paladins on foot can replace the 1H weapon and the shield with a 2H weapon

ARS ARCANA

Arcan Individuals *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Wizard	Ave	Disc.	-	-	1	Lt	1H	7in	7	No	Night	8+M	-	-	-
Priest	Ave	Disc.	-	-	1	Lt	1H	7in	7	No	Night	83	-	-	-
Soothsayer	Poor	Disc.	-	-	1	Lt	1H	7in	7	No	Night	51	-	-	-

Note.

Wizard, Priest and Soothsayer can be women, who can also be “*Enchantresses*”, ie they can have the *Enchantment Power* with a cost increase of +100 points.

Note of the Naran Team.

In the *F.W.Companion by Nick Lund*, in the table corresponding to the one shown above, there is the Druid but there is no Enchantress. For the Naran version we have decided to make this replacement.

Anyone wishing to use the **Druid** can give his power to the **Wizard** or use the Individual of the Druid using the **Wizard's** profile without any variation.

* * *

ORCS

General rules – from *F.W. Companion by Nick Lund*:

- ❑ Orcs armies can have one allied command of warriors from any of the following races: goblins, trolls, ogres and barbarians.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of unit made up of several of the above races.
- ❑ The allied command cannot have any individuals.
- ❑ An orc army can have up to one of each type of talisman at a cost of 100 point each.

Naran Fantasy Wars rules

Faction: Evil

Reference period:

- ❑ The Orcs Army can be used in all the Eras contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The Orcs may have Allied Commands formed with warriors from the Evil or Neutral faction.
- ❑ The Orcs may have Mercenaries Commands formed with warriors from the Evil or Neutral faction.

Army composition:

- ❑ The Orcs armies follow the army composition rules described in the **Naran Fantasy Wars Rules Compendium**.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium “**Ars Arcana of Naran**”.

Special rules:

- ❑ Orcs can use poisoned arrows.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

Orcs Rabble (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Rabble	Poor.	Trib.	-	-	1	Lt/Sh	Hd	6in	No	No	Day	1	+1Ave	10	30

Orc Infantry (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Infantry	Ave	Tribal	+1	-	1	Md/Sh	Hd	6in	No	No	Day	5	+3Vet	5	20
Infantry	Ave	Tribal	+1	-	1	Md	2-Hd	6in	No	No	Day	5	+3Vet	5	20
Infantry	Ave	Tribal	+1	-	1	Md/Sh	Sp	6in	No	No	Day	5	+3Vet	5	20
Infantry	Ave	Tribal	+1	-	1	Md	Pole	6in	No	No	Day	6	+3Vet	5	20

Orc Bodyguard (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Guards	Vet.	Tribal	+1	-1	2	H/Sh	Hd	5in	No	No	Day	18	+8Elite	4	10
Guards	Vet.	Tribal	+1	-1	2	H	2-Hd	5in	No	No	Day	18	+8Elite	4	10
Guards	Vet.	Tribal	+1	-1	2	H	Pole	5in	No	No	Day	19	+8Elite	4	10

Special rules:

- Legendary Unit.

Limits:

- Must be placed in Battle Leader command.

MISSILES TROOPS

Orc Rabble Archers (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archers	Poor	Tribal	-	-	1	Lt	B/Hd	6in	No	No	Day	3	+1Ave	5	20

Orc Archers (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archers	Ave	Tribal	+1	-	1	Md	B/Hd	6in	No	No	Day	7	+3Vet	5	20

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

ARTILLERY

All Units in this sections follow Artillery rules: see Naran Rules Compendium..

Ballista (*base size 1in by 2in, crews base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Ballista	Ave	-	+2	-	3	-	Bal.	-	7	No	-	20	-	2	5
Crew	Ave	Trib.	+1	-	1	Md	1H	6in	No	No	Day	5	-	2	3

CAVALRY

Orc giant wolf riders (*base size 1in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Orc	Ave	Tribal	+1	-	1	Md/Sh	Sp/1H	11in	7	No	Day	15	+7Vet	3	20
with wolf	"	"	+2	-1	2	"	T&C	"	"	"	"	"	"	"	"

Notes:

- They have charge spear.

Orc giant wolf rider Archers (*base size 1in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Ave	Tribal	+1	-	1	Md	B/1H	11in	7	No	Day	10	+7Vet	3	20
with wolf	"	"	+2	-1	2	"	T&C	"	"	"	"	"	"	"	"

CREATURES

Giant Orcs (*base size 1,5 in by 1,5in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
G. Orcs	Ave	Tribal	+3	-1	2	Md/Sh	1H	6in	7	Yes	Day	25	+6Vet	4	10
G. Orcs	Ave	Tribal	+3	-1	2	Md	2H	6in	7	Yes	Day	25	+6Vet	4	10

Limits:

- Max one Unit every 1000 army points.

Two-heads Orc half giant (*base size 2in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant	Umpr.	Tribal	+4	-3	5	Lt	2H	8in	6+2W	Yes	Day	92	-	1	1

Special rules:

- Giant creatures
- Linebraker

Juggernaut (*base size 4in by 4in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Juggernaut	Umpr.	Fan.	+9	-6	10	H	2H	8in	6+4W	Yes	Day	328	-	1	1

Special rules:

- Giant creatures
- Rides creatures (can only be ridden by Battle Leaders, Heroic Warchiefs, Heroes, and Wizards)
- Linebraker

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INDIVIDUALS

Orc Heroic Warchiefs *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Trib.	+2	-1	3	H/Sh	1H	6in	6+2W	No	Day	60+C	-	-	-
on wolf	Elite	Trib.	+3	-2	6	H/Sh	1H	10in	6+4W	No	Day	153+C	-	-	-

Special rules:

- Heroic Warchief
- Linebraker

Orc Warchief on War chariot *(base size 4in by 4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Battle leader	Elite	Trib.	+2	-1	15	H/Sh	T&C	10in	6+4W	No	Day	375+VC	-	-	-

Special rules:

- Heroic Warchief
- Linebraker
- War chariots

Orc Warchiefs and Battle Leaders *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Trib.	+2	-	2	H/Sh	1m	6in	7	No	Day	32+C	-	-	-
on wolf	Elite	Trib.	+3	-1	5	H/Sh	1m	10in	6	No	Day	66+C	-	-	-

Orc Individuals *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Tribal	+2	-1	5	Md/Sh	1H	6in	7+1W	No	Day	96	-	-	-
on wolf	Elite	Tribal	+3	-2	9	Md/Sh	1H	12in	6+2W	No	Day	210	-	-	-
Courier	Vet.	Tribal	+1	-	1	Lg	1H	14in	7	No	Day	45	-	-	-
Scout	Vet.	Tribal	+1	-	1	Md	1H	6in	7	No	Day	66	-	-	-
Command Herald	Vet.	Tribal	+1	-	1	Md	1H	6in	7	No	Day	40	-	-	-
on wolf	Vet.	Tribal	+2	-1	2	Md	1H	12in	7	No	Day	46	-	-	-
Command Banner	Vet.	Tribal	+1	-	1	Md	1H	6in	7	No	Day	50	-	-	-
on wolf	Vet.	Tribal	+2	-1	2	Md	1H	12in	7	No	Day	56	-	-	-

Special rules:

- Linebraker (only Heroes)

ARS ARCANA

Arcane Individuals *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Soothsayer	Poor	Tribal	+1	-	1	Lt	1H	9in	7	No	Day	52	-	-	-
Wizard	Ave	Tribal	+1	-	1	Lt	1H	8in	7	No	Day	9+M	-	-	-
on wolf	Ave	Tribal	+2	-1	3	Lt	1H	13in	7	No	Day	18+M	-	-	-
Priest	Ave	Tribal	+1	-	1	Lt	1H	8in	7	No	Day	84	-	-	-

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RATMEN

General rules – from Warrior n. 11 (nov./dec. 1994) and n. 12 (feb./march. 1995 – “ER-RAT-TICA”) by Robin Dear.

- ❑ Ratmen armies can have one allied command of warriors from any of the following races: Dark Elves, Barbarians or Goblins.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of unit made up of several of the above races.
- ❑ The allied command cannot have any individuals.
- ❑ A Ratmen army can have up to one of each type of talisman at a cost of 100 point each.

Regole di Naran Fantasy Wars

Faction: Neutral

Reference period:

- ❑ The Ratmen Army can be used in 3rd Era contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The Ratmen may have Allied Commands formed with warriors from the Good, Evil or Neutral faction.
- ❑ The Ratmen may have Mercenaries Commands formed with warriors from the Good, Evil or Neutral faction.
- ❑ Ratmen can not deploy Allies and / or Mercenaries of the factions of Good and Evil in the same army.
- ❑ See the Special Rules for Allies and Mercenaries in the “**Allied and Mercenaries of Naran**” Compendium.

Army composition:

- ❑ The Ratmen armies follow the army composition rules described in the **Naran Fantasy Wars Rules Compendium**.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium “**Ars Arcana of Naran**”.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

Ratmen Slaves *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Slave	Poor	Fan.	-	-	1	Lt/Sh	1H	8in	No	No	Day	3	+1Ave	10	40
Slave	Poor	Fan.	-	-	1	Lt	2H	8in	No	No	Day	3	+1Ave	10	40

Ratmen Warriors *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	Fan.	-	-	1	Md	Sp	7in	No	No	Day	5	+3Vet	10	30
Warrior	Ave	Fan.	-	-	1	Md/Sh	1H	7in	No	No	Day	6	+3Vet	10	30

MISSILE TROOPS

Ratmen Sharpshooters *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Handg	Ave	Fan.	-	-	1	Md	Hg/1H	7in	No	No	Day	9	+3Vet	3	10

Special rules:

- Ratmen sharpshooters use a special long range han gun called a sharpshooter's rifle.
- Sharpshooter's rifle range: short up 6inches. Long up to 18inches.
- On the missile weapons versus armour table use the hand gun.
- When blackening the sky sharpshooter's rifle shoot up to 2 volley.

Ratmen Guards *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Guard	Vet.	Fan.	-	-	1	Md	Cross/1H	7in	No	No	Day	11	+4Elite	5	20
Guard	Vet.	Fan.	-	-	1	Md	Cross/Pole	7in	No	No	Day	11	+4Elite	5	20

Limits:

- Maximum one Unit per 1000 army points.
- They can only be deployed in the Warchief Command.

TERRIBLE CREATURES

Giant Ratmen *(base size 1,5in by 1,5in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Ratmen	Ave	Fan.	+2	-1	2	Md	2H	8in	7	Yes	Day	29	+6Vet	3	10

Limits:

- Maximum one Unit per 1000 army points.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INDIVIDUALS

Heroic Warchief *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Fan.	+1	-	3	Md/Sh	1H	7in	6+2W	No	Day	58+VC	-	-	-

Special rules:

- Heroic Warchief
- Linebraker

Warchief and Battle leader *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Fan.	+1	-	2	Md/Sh	1H	7in	7	No	Day	31+VC	-	-	-

Individuals *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Fan.	+1	-1	5	Md/Sh	1H	7in	7+1F	No	Day	97	-	-	-
Destroyer	Elite	Fan.	+1	-1	10	Md	2H	7in	6+2F	No	Day	191	-	-	-
Courier	Vet.	Fan.	-	-	1	Md	1H	15in	7	No	Day	45	-	-	-
Scout	Vet.	Fan.	-	-	1	Md	1H	7in	7	No	Day	67	-	-	-
Command Herald	Vet.	Fan.	-	-	1	Md	1H	7in	7	No	Day	41	-	-	-
Command Banner	Vet.	Fan.	-	-	1	Md	1H	7in	7	No	Day	51	-	-	-

Special rules:

- Linebraker (only hero and destroyer)

ARS ARCANA

Arcan Individuals *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Wizard	Ave	Disc.	-	-	1	Lt	1H	7in	7	No	Day	8+M	-	-	-
Priest	Ave	Disc.	-	-	1	Lt	1H	7in	7	No	Day	83	-	-	-
Soothsayer	Poor	Disc.	-	-	1	Lt	1H	7in	7	No	Day	51	-	-	-

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UNDEAD

General rules – from *F.W. Companion by Nick Lund*:

- ❑ Undead armies cannot have any allied command.
- ❑ In games with several allied warchiefs (see page 79 of Nick Lund Companion), the undead will only ally with goblin armies.³

Note:

- ❑ Undead armies follow Necromantic rules (see *F.W. Companion by Nick Lund*).

Naran Fantasy Wars rules

Faction: Evil

Reference period:

- ❑ The Undead Army can be used in 3rd Era contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ Vampires and Undeads can deploy Allied Commands formed with warriors and creatures of the Armies of Darkness: Chaos and Demons.
- ❑ The Undeads do not deploy Mercenaries.
- ❑ Vampires can deploy Allied or Mercenary Commands formed with warriors of the Ratscum race (Ratmen). The Ratscum deployed in an army commanded by a Vampire will not suffer the undead dread for the presence of the Night Creatures of the army that deploys them.
- ❑ See the Special Rules of the Allies and Mercenaries in the “**Allied and Mercenary of Naran**” Compendium.

Army composition:

- ❑ The Undead armies follow the army composition rules described in the **Naran Fantasy Wars Rules Compendium**.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium “**Ars Arcana of Naran**”.

Special rules:

- ❑ Naran's Vampires & Undeads armies follow the rules of the Necromancers (Rules taken from the *F.W. Companion by Nick Lund*, with some variations of the Naran Team) and the Vampires (Rules of the Naran Team).

³ The Dark Elves are not mentioned, because their army was published in the Warrior magazine (No. 5 - September / October 1993) in the period following the exit of the F.W. Companion. Since it is reported in the Dark Elf army that they may have Non-Dead in an Allied Command, we believe that by analogy the Non-Dead may have an Allied Command formed by Dark Elves and that they may join the Un-Dead and the Goblins in an army with several Allied Leaders. This for the rules of *F.W. Companion by Nick Lund*. For the Naran version rules, however, as stated above, Goblins and Dark Elves can not be Allied or Mercenary for the Undead army.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

Skeletons *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Skeleton	Ave	Und	-	-	1	Lt/Sh	1H	6in	No	No	Day	3	-	10	30
Skeleton	Ave	Und	-	-	1	Lt/Sh	Sp	6in	No	No	Day	3	-	10	30
Skeleton	Ave	Und	-	-	1	Lt	2H	6in	No	No	Day	3	-	10	30
Skeleton	Ave	Und	-	-	1	Lt	Pole	6in	No	No	Day	3	-	10	30

MISSILE TROOPS

Skeletons archers *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Ave	Und	-	-	1	Lt	B/1H	6in	No	No	Day	5	-	10	20

ARTILLERY

Ballista *(base size 1in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Ballista	Ave	-	+2	-	3	-	Cross	-	7	No	-	19	-	2	5
Crew	Ave	Und	-	-	1	Lt	1H	6in	No	No	Day	3	-	2	3

CAVALRY

Undead warriors on horse *(base size 1in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	Und	-	-	1	Lt/Sh	1H	12in	7	No	Day	15	-	5	20
with horse	"	"	+1	-1	2	"	H&H	"	"	"	"	"	"	"	"
Warrior	Ave	Und	-	-	1	Lt	2H	12in	7	No	Day	11	-	5	20
with horse	"	"	+1	-1	2	"	H&H	"	"	"	"	"	"	"	"

Options:

- They can replace the 2H weapon with the bow for **+2 points** per model.
- They can replace the 1H weapon or 2H weapon with the charge spear for **+1 point** per model.

Undead warriors on flying creature *(base size 3in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	Und	-	-	1	Lt	1H	15in	7	No	Day	26	-	2	5
with creature	"	"	+2	-2	3	"	T&C	"	"	"	"	"	"	"	"

Options:

- They can be equipped with a shield for **+6 points** per model.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

TERRIBLE CREATURES

Undead War Rhino *(base size 3in by 4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Rhino	Ave	Und	+9	-6	11	Lt	H&H	8in	6+4W	Yes	Day	343	-	1	1
Archer	Ave	Und	-	-	1	Lt	B	-	-	No	Day	5	-	2	2
Ballista	Ave	-	+2	-	3	-	Cross	-	-	-	-	15	-	1	1

Special rules:

- Giant creature
- Linebraker

Undead War Mammouth *(base size 3in by 4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Mammouth	Ave	Und	+9	-4	10	Lt	H&H	8in	6+4W	Yes	Day	312	-	1	1
Crew	Ave	Und	-	-	1	Lt	B	-	-	-	Day	5	-	3	3

Special rules:

- Giant creature
- Linebraker

Undead Imperial War Mammouth *(base size 3in by 4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Mammouth	Ave	Und	+9	-4	10	Lt	H&H	8in	6+4W	Yes	Day	312	-	1	1
Catapulta	Ave	Und	+2	-	3	-	Cross	-	-	-	Day	15	-	1	1

Special rules:

- Giant creature
- Linebraker

Undead Half giant *(base size 2in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant	Ave	Und	+5	-4	6	Lt	2H	9in	6+2W	Yes	Day	127	-	1	1

Special rules:

- Giant creature
- Linebraker

Undead Half Troll Giant *(base size 2in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant	Ave	Und	+5	-3	5	Lt	2H	10in	6+2W	Yes	Day	112	-	1	1

Special rules:

- Giant creature
- Linebraker

Undead Giant *(base size 4in by 3in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant	Ave	Und	+12	-5	11	Lt/Sh	1H	10in	6+6W	Yes	Day	425	-	1	1

Special rules:

- Giant creature
- Linebraker

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INDIVIDUALS

Undead Heroic Warchief *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Und	+1	-1	3	H/Sh	1H	4in	6+2W	No	Day	54+VC	-	-	-
on horse	Elite	Und	+2	-2	5	H/Sh	1H	8in	6+4W	No	Day	119+VC	-	-	-

Special rules:

- Heroic Warchief
- Linebraker

Undead Warchief and Battle Leader *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Und	+1	-	2	H/Sh	1H	4in	7	No	Day	28+VC	-	-	-
on horse	Elite	Und	+2	-1	4	H/Sh	1H	8in	6	No	Day	48+VC	-	-	-

Undead Heroic Warchief on War Chariot *(base size 3in by 4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warchief	Elite	Und	+2	-1	8	H/Sh	H&H	8in	6+4W	No	Day	210+VC	-	-	-
1st round	"	"	"	"	12	"	"	"	"	"	"	-	-	-	-

Special rules:

- Heroic Warchief
- War chariot
- Linebraker
- Special profile 1st round

Wraith and Spectre *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Wraith	Elite	Und	+1	-1	2	Md/Sh	1H	8in	7	No	Yes	33	-	-	-
on horse	Elite	Und	+2	-2	3	Md/Sh	1H	14in	6	No	Yes	54	-	-	-
Spectre	Elite	Und	+2	-1	5	H/Sh	1H	12in	7+1W	Dread	Yes	151	-	-	-
on horse	Elite	Und	+3	-2	10	H/Sh	1H	18in	6+2W	Dread	Yes	286	-	-	-

Special rules:

- Undead Dread (specter only)
- Linebraker (specter only)

ARS ARCANA

Necromancer and Undead wizard *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Necrom.	Ave	Und	-	-	1	Lt	1H	6in	7	No	Day	83	-	-	-
Wizard	Ave	Und	-	-	1	Lt	1H	6in	7	No	Day	8+M	-	-	-
on horse	Ave	Und	+1	-1	2	Lt	1H	12in	6	No	Day	21+M	-	-	-

Notes:

- The Undead Wizard follows the rules of the **Liches** (see Necromancer rules)

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WOOD ELVES

General rules – from *F.W. Companion by Nick Lund*:

- ❑ Wood elf armies can have one allied command of warriors from any of the following races: wood elves, dwarves, humans and amazons.
- ❑ The allied command cannot outnumber the rest of the army (in number of figures), and must have an allied battle leader to lead it.
- ❑ The allied command can consist of unit made up of several of the above races.
- ❑ The allied command cannot have any individuals.
- ❑ A wood elf army can have up to one of each type of talisman at a cost of 100 point each.

Special rules (“Tricks”) – from *F.W. Companion by Nick Lund* (valid for Naran Fantasy Wars too)

Outmanouvering and setting up forward

If wood elves outmanoeuvre the enemy, they can set up in trees and bushes nearer to the enemy than would otherwise be possible. This ability is known as setting up forward.

- ❑ If an army solely consisting of wood elves (including eagle riders) outmanoeuvres the enemy, it can set up in any terrain features containing trees that are within that army's half of the table.
- ❑ The terrain features must consist solely of trees or trees and bushes, not bushes only.
- ❑ Units that have taken part in scouting cannot set up forward (don't use this if you use Naran Fantasy Wars scouting rules).
- ❑ Units that set up forward start the battle disorganized. Their commands must start under hold orders.
- ❑ Setting up forward is carried out in the deployment phase.

Naran Fantasy Wars rules

Faction: Good

Reference period:

- The High Elves Army can be used in 2nd and 3rd Eras contemplated by the Naran Scenario.

Allies and Mercenaries:

- ❑ The High Elves may have Allied Commands formed with warriors from the Good or Neutral faction.
- ❑ The High Elves may have Mercenaries Commands formed with warriors from the Good or Neutral faction.
- ❑ See the Special Rules for Allies and Mercenaries in the “**Allied and Mercenaries of Naran**” Compendium.

Army composition:

- ❑ The High Elves armies follow the army composition rules described in the **Naran Fantasy Wars Rules Compendium**.
- ❑ Regarding the Talismans and other magical objects that this army can deploy: see the Special Rules of Magic included in the Compendium “**Ars Arcana of Naran**”.

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

INFANTRY

Infantry (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Infantry	Vet.	Trib.	-	-	1	Lt/Sh	1H	8in	No	No	No	8	+4Elite	5	20
Infantry	Vet.	Trib.	-	-	1	Lt	2H	8in	No	No	No	8	+4Elite	5	20
Infantry	Vet.	Trib.	-	-	1	Lt/Sh	Sp	8in	No	No	No	8	+4Elite	5	20

MISSILE TROOPS

Archers (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Vet.	Trib.	-	-	1	Lt	Lb/1H	8in	No	No	No	11	+4Elite	5	20

CAVALRY

Warriors on horse (*base size 1in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Vet.	Trib.	-	-	1	Lt	1H	14in	7	No	No	21	+8Elite	5	20
with horse	"	"	+1	-1	2	"	H&H	"	"	"	"	"	"	"	"

Notes:

- They can have a shield for +4 points per model.

Archers on horse (*base size 1in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Vet.	Trib.	-	-	1	Lt	B/1H	14in	7	No	No	23	+8Elite	5	20
on horse	"	"	+1	-1	2	"	c&z	"	"	"	"	"	"	"	"

Special rules:

- Mounted archers

FLYING CAVALRY

Warriors on eagle (*base size 3in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min
Warrior	Vet.	Trib.	-	-	1	Lt/Sh	1H	15in	7	No	No	41	+8Elite	2
on eagle	"	"	+2	-2	3	"	T&C	"	"	"	"	"	"	"

Special rules:

- Flying unit

Archers on eagle (*base size 3in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Vet.	Trib.	-	-	1	Lt	B/1H	15in	7	No	No	37	+8Elite	2	10
on eagle	"	"	+2	-2	3	"	T&C	"	"	"	"	"	"	"	"

Special rules:

- Flying unit
- Mounted archers

FANTASY WARRIORS ARMIES – NARAN VERSION – 2018

TERRIBLE CREATURES

Shapechangers *(base size 1in by 1in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
As an elf	Vet.	Fan.	-	-	1	Lt/Sh	1H	8in	No	No	No	22	+6Elite	5	20
In bear form	"	"	+1	-1	2	Lt	T&C	10in	6	Yes	"	"	"	"	"

Special rules:

- Berserker
- Legendary Unit

INDIVIDUALS

Heroic Warchief *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Trib.	+1	-	3	Lt/Sh	1H	8in	6+2W	No	No	55+VC	-	-	-
on horse	Elite	Trib.	+2	-1	5	Lt/Sh	1H	14in	6+4W	No	No	137+VC	-	-	-

Special rules:

- Heroic Warchief
- Linebraker

Options:

- They can replace the one-handed weapon and shield with two-handed weapons without cost variation.

Warchief and Battle leader *(base size: on foot 1in by 1in - 1in by 2in mounted)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
on foot	Elite	Trib.	+1	-	2	Lt/Sh	1H	8in	7	No	No	29+C	-	-	-
on horse	Elite	Trib.	+2	-1	3	Lt/Sh	1H	14in	6	No	No	51+C	-	-	-

Options:

- They can replace the one-handed weapon and shield with two-handed weapons without cost variation.

Individuals *(base size: on foot 1in by 1in - 1in by 2in mounted – on eagle 3in by 2in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Trib.	+1	-1	5	Lt/Sh	1H	8in	7+1W	No	No	92	-	-	-
on horse	Elite	Trib.	+1	-1	8	Lt/Sh	1H	14in	6+2W	No	No	183	-	-	-
on eagle	Elite	Trib.	+2	-2	8	Lt/Sh	1H	15in	6+2W	No	No	264	-	-	-
Courier	Vet.	Trib.	-	-	1	Lt	1H	12in	7	No	No	44	-	-	-
Scout	Elite	Trib.	-	-	1	Lt	1H	8in	7	No	No	70	-	-	-
Command Herald	Elite	Trib.	-	-	1	Lt	1H	8in	7	No	No	44	-	-	-
on horse	Elite	Trib.	+1	-1	2	Lt	1H	14in	7	No	No	57	-	-	-
Command Banner	Elite	Trib.	-	-	1	Lt	1H	8in	7	No	No	54	-	-	-
on horse	Elite	Trib.	+1	-1	2	Lt	1H	14in	7	No	No	67	-	-	-

Special rules:

- Linebraker (only Hero)
- Flying (only Hero mounted on eagle)

ARS ARCANA

Arcan Individuals (*base size: on foot 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Wizard	Vet.	Trib.	-	-	1	Lt	1H	8in	7	No	No	13+M	-	-	-
Priest	Vet.	Trib.	-	-	1	Lt	1H	8in	7	No	No	88	-	-	-
Soothsayer	Vet.	Trib.	-	-	1	Lt	1H	8in	7	No	No	57	-	-	-

Note.

- ❑ The Wizard can also be a “*Druid*”, ie he may have *Druidic Power*.

Note of the Naran Team.

- ❑ In *F.W.Companion by Nick Lund* in the table corresponding to the one above, it is also present the Individual of the **Druid**, which in the Naran version does not exist, but its powers can be attributed to the Wizard.
- ❑ Anyone wishing to use the Individual of the **Druid** may use the **Wizard's** profile without any variation.

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AUXILIARIES

Note by Naran Team Torino.

With "Auxiliaries" we mean Units, Creatures and Individuals that can be deployed as normal members of the army, without the obligation to set up for them the appropriate Allied or Mercenary Commands.

In F.W. Companion by Nick Lund there are two races of Creatures that can be deployed by some armies as "Auxiliaries":

- ◆ Trolls
- ◆ Ogres

TROLLS

General rules – from *F.W. Companion by Nick Lund*:

Trolls are large powerful creatures used by many armies to add weight to their ranks, and instill terror into the enemy. Trolls can be unpredictable and they require skilful handling in battle; a troll is equally likely to rout or storm into blood lust at the first hint of danger. Elite war trolls are more than a match for most opponents. They are worth having if an army can tolerate them.

- Trolls cannot be warchiefs, battle leaders or individuals.
- Trolls cannot be used as messengers.

Naran Fantasy Wars rules

Faction: Evil

Reference period:

- Trolls can be used in all the Eras contemplated by the Naran Scenario.

General rules:

Apply the General Rules from the *F.W. Companion by Nick Lund*, above, with the following variations and additions:

- Trolls can be deployed as "Auxiliaries," that is, as normal Units of Terrible Creatures, in any army of the Evil or Neutral factions; they can depend on any Command.
- Trolls can also be deployed in Allied or Mercenary Commands in armies of the Evil or Neutral factions.
- Trolls can not be deployed in an army of Neutral faction that deploys Units, Creatures and Individuals belonging to the faction of Good.

Terrible Creatures

Trolls (*base size 1,5in by 1,5in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Troll	Umpr	Fan.	+3	-1	2	Lt	2H	8in	7	Yes	Day	18	-	4	10
Troll	Umpr	Fan.	+3	-1	2	Lt/Sh	1H	8in	7	Yes	Day	18	-	4	10

Limits:

- Max one Unit every 1000 army points.

Elite Trolls (*base size 1,5in by 1,5in*)

Nome	Qual.	Tipo	For.	Res.	Val.	Cor.	Arm.	Mov.	Sal.	Ter.	Luce	Pun.	Mig.	Min.	Max.
Troll	Elite	Fan.	+3	-1	3	Lt	2H	8in	6	Yes	Day	73	-	2	8

Limits:

- Max one Unit every 2000 army points.

Half Giant Troll (*base size 2in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Troll	Umpr	Fan.	+5	-4	5	Lt	2H	8in	6+2W	Yes	Day	99	-	1	1
Troll	Umpr	Fan.	+5	-4	5	Lt/Sh	1H	8in	6+2W	Yes	Day	99	-	1	1
Troll	Umpr	Fan.	+5	-4	5	Lt	Pole	8in	6+2W	Yes	Day	100	-	1	1

Special rules:

- Giant creatures
- Linebraker

OGRES

General rules – from *F.W. Companion by Nick Lund*:

Ogres, as Trolls, are used by armies to add weight and cause terror. They are tougher than Trolls and not as volatile. They make good warriors, with their huge size, strength and ability to cause terror. Ogres linebreakers are specialist troops used by warchiefs to disrupt the enemy prior to an attack. Ogres berserkers, if they get the chance, can be very destructive during combat - it's not unknown for a handful to go through several enemy units during the course of a battle.

- ❑ Ogres cannot be warchiefs, battle leaders or individuals.
- ❑ Ogres cannot be used as messengers.

Naran Fantasy Wars rules

Faction: Evil

Reference period:

- ❑ Trolls can be used in all the Eras contemplated by the Naran Scenario.

General rules:

Apply the General Rules from the **F.W. Companion by Nick Lund**, above, with the following variations and additions:

- ❑ The Ogres of Naran form their own army, of which other Creatures also belong: see this army among those of Naran. The Ogres of this list are some components of the "Basic Section" of the army of the Ogres of Naran.
- ❑ The Ogres of this list can also be deployed as "Auxiliaries," that is, as normal Units of Terrible Creatures, in any army of the Evil or Neutral factions; they can depend on any Command.
- ❑ Ogres can also be deployed in Allied or Mercenary Commands in armies of the Evil or Neutral factions.
- ❑ Ogres can not be deployed in an army of the Neutral faction that deploys Units, Creatures and Individuals belonging to the faction of Good.

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Terrible Creatures

Tribal Ogres (*base size 1,5in by 1,5in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Ogres	Ave	Trib.	+3	-2	2	Lt	2H	8in	7	Yes	Day	25	+6Vet	4	10
Ogres	Ave	Trib.	+3	-2	2	Lt/Sh	1H	8in	7	Yes	Day	25	+6Vet	4	10
Ogres	Ave	Trib.	+3	-2	2	Lt	Sp	8in	7	Yes	Day	25	+6Vet	4	10

Options:

- Medium armour: **+1 point** for each model (Mov will be 6in)
- Heavy armour: **+3 points** for each model (Mov will be 5in)

Limits:

- Max one unit every 1000 army points.

Fanatics Ogres (*base size 1,5in by 1,5in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Ogres	Ave	Fan.	+3	-2	2	Lt	2H	8in	7	Yes	Day	27	+6Vet	4	10
Ogres	Ave	Fan.	+3	-2	2	Lt/Sh	1H	8in	7	Yes	Day	27	+6Vet	4	10
Ogres	Ave	Fan.	+3	-2	2	Lt	Sp	8in	7	Yes	Day	27	+6Vet	4	10

Options:

- Medium armour: **+1 point** for each model (Mov will be 6in)
- Heavy armour: **+3 points** for each model (Mov will be 5in)
- Can have **Linebraker** rule at the cost of **+4 points** for each model.

Limits:

- Max one unit every 1000 army points.

MERCENARIES

Note by Naran Team Torino.

In this Section we have included the armies lists found on the **MERCENARIES** of the *F.W. Companion* by *Nick Lund* and subsequent expansions published on *WARRIOR* or in *F.W. UPDATE* by *Nick Lund*.

Unlike what *Nick Lund* had done, we have planned to deploy the **Creatures** and **Units** provided in this army list not only as **Mercenaries**, but also as **Allies** or as **Auxiliaries**.

With "**Auxiliaries**" we mean **Units**, **Creatures** and **Individuals** that can be deployed as normal members of the army, without the obligation to set up for them the appropriate **Allied** or **Mercenary Commands**.

For some of the races that make up this list we have completed the tables obtained from *F.W. Companion* by *Nick Lund*, adding some others elaborated by us, in order to provide the complete list for each of them.

DRAGONS

Rules from *F.W. Companion* by Nick Lund:

General rules:

- ❑ Mercenary Dragons can only be used in mercenary commands. All rules for mercenary apply.
- ❑ Mercenary dragons cannot be warchiefs, battle leader or individuals.
- ❑ Add 10 points to the cost if you want the dragon to be also a champion.
- ❑ The cost of leadership is included in the total.
- ❑ If the dragon is threatened it can include a musician and a friendly terrible creature in the threat test, provided whatever is threatening has a lesser strength.
- ❑ If a dragon has to make four or more saving throws at any one time then take the relevant test, and obey any potential reactions.
- ❑ Dragons have two movement rating. The smaller of the two is the distance the creature can move on the ground (that is, when not flying) and the larger is the distance it moves when flying.

Dragon Breath:

Dragon breath should be used with care – a dragon with no breath left will rout from the battle.

- ❑ Dragon breath is represented on the table-top by dragon breath counters. They are placed beside and moved with the model of the dragon.
- ❑ All dragons commence the game with 6 dragon breath counters.
- ❑ The counters represent the amount of breath the dragon has in reserve.
- ❑ The range of dragon breath is 5in. Breath is used during the shooting phase.
- ❑ The player announces he is using dragon breath and rolls 1D6. The total on the dice is the cost in dragon breath counters.
- ❑ If the dragon has insufficient breath counters it will not breathe but will immediately rout from the battlefield.
- ❑ Use the profile when calculating the effects of dragon breath, no matter how many breath counters are used up the worth is as shown in the ARMY LISTS.
- ❑ Normal to hit and to kill rules apply

Naran Fantasy Wars rules

Faction: Neutral

Reference period:

- ❑ Dragons can be used in 2nd and 3rd Eras contemplated by the Naran Scenario.

General rules:

The General Rules reported in the *F.W. Companion* by Nick Lund, are replaced by the following:

- ❑ Dragons may be deployed in Allied or Mercenary Commands from all Naran armies, except those for which it is indicated in their notes that they can not deploy them.
- ❑ Dragons can also be deployed as "Auxiliaries", ie as a normal Army Giant Creature; in this case, however, they must be part of the Warchief Command.
- ❑ Flying Dragons have two movement rating. The smaller of the two is the distance the creature can move on the ground (that is, when not flying) and the larger is the distance it moves when flying.

Flames of the Dragon

The "*dragon breath*" rule indicated by Nick Lund is not applied, but this is used instead:

- ❑ All Dragons can spit fire and consider themselves armed with a **fire-breathing weapon** (see the rules of Artillery in the *Compendium of the Rules of Naran Fantasy Wars*). The throwing weapons rules apply.
- ❑ At the player's discretion, however, it is possible to choose to use the rules of the "*dragon breath*" by Nick Lund, in which case the cost of the "*fire-breathing weapon*" indicated in the dragon profile tables will not be considered.

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Terrible Creatures

Huge Flying Dragon *(base size equal or bigger than 3in by 5in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Dragon	Vet.	Fan.	+9	-12	15	Xh	T&C	6in/15in	6+6W	Yes	No	693	-	1	1
Firebreath	"	-	+4	-	12	-	Hg	-	-	-	-	120	-	-	-

Special rules:

- Giant creatures
- Linebraker
- Flying unit

Medium Flying Dragon *(base size from 3in by 4in to 3in by 5in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Dragon	Vet.	Fan.	+7	-8	10	Xh	T&C	6in/15in	6+4W	Yes	No	423	-	1	1
Firebreath	"	-	+2	-	8	-	Hg	-	-	-	-	64	-	-	-

Special rules:

- Giant creatures
- Linebraker
- Flying unit

Naran Update

Young Flying Dragon *(base size 2in by 4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Dragon	Vet.	Fan.	+6	-4	6	Xh	T&C	4in/14in	6+2W	Yes	No	196	-	1	1
Firebreath	"	-	+1	-	4	-	Hg	-	-	-	-	28	-	-	-

Special rules:

- Giant creatures
- Linebraker
- Flying unit

Huge Ground Dragon *(base size equal or bigger than 3in by 5in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Dragon	Vet.	Fan.	+9	-12	15	Xh	T&C	10in	6+6W	Yes	No	648	-	1	1
Firebreath	"	-	+4	-	12	-	Hg	-	-	-	-	120	-	-	-

Special rules:

- Giant creatures
- Linebraker

Medium Ground Dragon *(base size from 3in by 4in to 3in by 5in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Dragon	Vet.	Fan.	+7	-8	10	Xh	T&C	8in	6+4W	Yes	No	373	-	1	1
Firebreath	"	-	+2	-	8	-	Hg	-	-	-	-	64	-	-	-

Special rules:

- Giant creatures
- Linebraker

Young Ground Dragon *(base size 2in by 4in)*

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Dragon	Vet.	Fan.	+6	-4	6	Xh	T&C	6in	6+2W	Yes	No	172	-	1	1
Firebreath	"	-	+1	-	4	-	Hg	-	-	-	-	28	-	-	-

Special rules:

- Giant creatures
- Linebraker

GIANTS

General rules – from *F.W. Companion by Nick Lund*:

- Mercenary giants can be used in mercenary commands. All rules for mercenary apply.
- Mercenary giants cannot be warchiefs, battle leader or individuals.
- Add 10 points to the cost if you want the giant to be also a champion.
- The cost of leadership is included in the total.
- If the giant is threatened it can include a musician and a friendly terrible creature in the threat test, provided whatever is threatening has a lesser strength.
- If a giant has to make four or more saving throws at any one time then take the relevant test, and obey any potential reactions.

Naran Fantasy Wars rules

Faction: Neutral

Reference period:

- Giants can be used in all the Eras contemplated by the Naran Scenario.

General rules:

The General Rules reported in the *F.W. Companion* by Nick Lund, are replaced by the following:

- Giants may be deployed in Allied or Mercenary Commands from all Naran armies, except those for which it is indicated in their notes that they can not deploy them.
- Giants can also be deployed as "Auxiliaries", ie as a normal Army Giant Creature; in this case, however, they must be part of the Warchief Command.

Terrible Creatures

Half giant (*base size 2in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant	Ave	Trib.	+6	-3	6	Md	2H	8in	6+2W	Yes	No	141	-	1	1

Special rules:

- Giant creatures
- Linebraker

Battle giant (*base size 5in by 5in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Giant	Ave	Trib.	+22	-14	21	Md	2H	12in	6+6W	Yes	No	1109	-	1	1

Special rules:

- Giant creatures
- Linebraker

HALF-ORCS

General rules – from *F.W. Companion by Nick Lund*:

Mercenary Half-orcs can only be used in mercenary commands. All rules for mercenaries apply (see *F.W. Companion by Nick Lund* – pag 30-31)

Naran Fantasy Wars rules

Faction: Evil

Reference period:

- Half Orcs can be used in 2nd and 3rd Eras contemplated by the Naran Scenario.

General rules:

The General Rules reported in the F.W. Companion by Nick Lund, are replaced by the following:

- The Half Orcs of Naran were created by the warlock Xanatar and in the 2nd Era they are part of the Warlocks Army. In the 3rd Era they can be deployed in an army of Orcs of Naran, as normal Units and Individuals.
- Like the Orcs, Half Orcs can be part of Allied or Mercenary Commands of the Evil or Neutral Faction armies; for the latter they can be deployed only as long as the army does not also deploy Units, Creatures and Individuals of the Faction of Good.

Infantry

Half Orcs Infantry (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Infantry	Ave	Disc.	-	-	1	Md/Sh	1H	6in	No	No	No	6	+3Vet	5	20
Infantry	Ave	Disc.	-	-	1	Md	Pike	6in	No	No	No	6	+3Vet	5	20

Shocktroopers (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Infantry	Vet	Disc.	+1	-1	1	Md	2H	6in	No	No	No	11	+4Elite	5	20

Missile Troops

Half Orcs Archers (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Archer	Ave	Disc.	-	-	1	Md	B/1H	6in	No	No	No	8	+3Vet	5	20

Individuals

Half Orc Hero (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Disc.	+2	-1	5	Md/Sh	1H	6in	7+1W	No	No	98	-	-	-

Special rules:

- Linebraker

HORSE RAIDERS

General rules – from *F.W. Companion by Nick Lund*:

Mercenary Horse Raiders can only be used in mercenary commands. All rules for mercenaries apply (see *F.W. Companion by Nick Lund* – pag 30-31).

Naran Fantasy Wars rules

Faction: Neutral

Reference period:

- ❑ Horse Raiders can be used in all the Eras contemplated by the Naran Scenario.

General rules:

The General Rules reported in the *F.W. Companion by Nick Lund*, are replaced by the following:

- ❑ The Horse Raiders are part of Naran's Tartar Army, so from this army they can be deployed as normal Units and Individuals. The Horse Riders of this list are a component of the "Basic Section" of the army of the Tartars of Naran.
- ❑ Horse Raiders can also be part of Allied or Mercenary Commands of Faction of Good, Evil, or Neutral Factions; for the latter they can be deployed only as long as the army does not deploy together the Units, Creatures and Individuals of the Faction of Good and Evil.

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Cavalry

Warriors on horse (*base size 1in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	Trib.	-	-	1	Md/Sh	1H	13in	7	No	Night	21	+7Vet	5	20
with horse	"	"	+1	-1	2	"	H&H	"	"	"	"	"	"	"	"

Options:

- Charge spear: +1 point for each model

Archers on horse (*base size 1in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Warrior	Ave	Trib.	-	-	1	Md	B/1H	13in	7	No	Night	19	+7Vet	5	20
with horse	"	"	+1	-1	2	"	H&H	"	"	"	"	"	"	"	"

Special rules:

- Mounted archers

Rocket battery (*base size 2in by 2in, crew 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Rocket	-	-	+4	-	12	-	HG	-	8	-	-	144	-	1	1
Crew	Ave	Trib	+1	-	1	Md	1H	6in	No	No	Night	4	-	2	6

Special rules:

- Rocket gun fires short range up to 30 inches, no long range.

Individuals

Horse Raider Hero (*base size 1in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Hero	Elite	Disc.	+2	-1	6	Md/Sh	1H	13in	6+2W	No	Night	153	-	-	-

Special rules:

- Linebraker

BUGBEARS

General rules – from *F.W. Rules Update by Nick Lund*:

Mercenary Bugbears can only be used in mercenary commands. All rules for mercenaries apply (see *F.W. Companion by Nick Lund* –pag 30-31).

Naran Fantasy Wars rules

Faction: Evil

Reference period:

- ☐ Bugbears can be used in all the Eras contemplated by the Naran Scenario.

General rules:

The General Rules reported in the *F.W. Companion* by Nick Lund, are replaced by the following:

- ☐ The Bugbears are part of Naran's Ogres Army, so from this army they can be deployed as normal Units and Individuals. The Bugbears of this list are a component of the "Basic Section" of the army of the Ogres of Naran.
- ☐ Bugbears can also be part of Allied or Mercenary Commands of Evil or Neutral Faction armies; for the latter they can be deployed only as long as the army does not deploy Units, Creatures and Individuals of the Faction of Good.

Infantry

Bugbear Infantry (*base size 1in by 1in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Bugbear	Ave	Fan.	+1	-	1	Md/Sh	1H	5in	No	No	Day	5	-	5	20

CYCLOPS

General rules – from *F.W. Rules Update by Nick Lund*:

Mercenary Cyclops can only be used in mercenary commands. All rules for mercenaries apply (see *F.W. Companion by Nick Lund* – pag 30-31).

Naran Fantasy Wars rules

Faction: Evil

Reference period:

- Horse Raiders can be used in all the Eras contemplated by the Naran Scenario.

General rules:

The General Rules reported in the *F.W. Companion* by Nick Lund, are replaced by the following:

- The Cyclops are part of Naran's Dark Arcadia army, so from this army they can be deployed as normal Units and Individuals. The Cyclops of this list are a component of the "Basic Section" of the army of the Dark Arcadia of Naran.
- Cyclops can also be part of Allied or Mercenary Commands of armies of the Evil or Neutral Factions; for the latter they can be deployed only as long as the army does not deploy Units, Creatures and Individuals of the Faction of Good.

Terrible Creatures

Cyclops (*base size 2in by 2in*)

Name	Qua	Type	Str	Res	Wor	Arm	Wea	Mov	Sav	Ter	Bad	Pts	Upg	Min	Max
Cyclop	Umpr	Fan.	+6	-3	5	Lt	2H	8in	6+2W	Yes	No	99	-	1	1

Special rules:

- Linebraker
- Giant creatures

* * *